

TAKE YOUR GAME FURTHER™ **BRADYGAMES**



TONY HAWK'S PRO SKATER™

Official Strategy Guide

Covers: PlayStation®
Game Console

This game has
received the
following rating
from the ESRB.



ACTIVISION®

Master the 900!



TONY HAWK'S **PRO SKATER**

Official Strategy Guide

ACTIVISION®

NEVER SOFT

BRADY GAMES
TAKE YOUR GAME FURTHER

TONY HAWK'S PRO SKATER

Official Strategy Guide

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The staff of BradyGAMES would like to extend its appreciation to the Just Ride Skate Park of Anderson, IN for its help with this guide.

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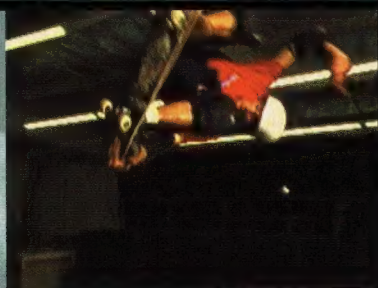


TONY HAWK'S PRO SKATER

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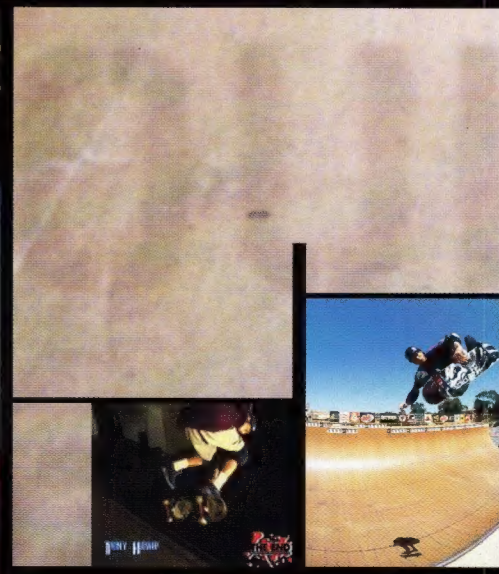


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INTRO

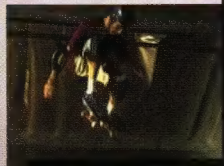
It is amazing that it took this long for the videogame gods to finally decide that skaters young and old deserve a videogame that truly represented their sport. There have been loads of snowboarding games but far more people have had a direct experience with skateboarding, after all it's not like you need snow, expensive gear and a lift ticket to hit the pavement with your board.

The skateboarding games of the past have been a lot of fun but they all played more like goofy arcade games than anything really having to do with real skaters or real skateboarding. Tony Hawk's Pro Skater stands alone with its remarkable design. You play this game as if you were really out there sessioning a spot in real life. It was, of course, designed that way with the contributions of the game's namesake, Tony Hawk (among several other pro skaters), there is a high level of authenticity and an incredible amount of integrity to this skating experience. All the grabs, grinds and flip tricks have been animated using data from a motion capture session with Tony and the other skaters. Each skater in the game also comes with a few of their own signature tricks. This is extremely close to the real thing.



Every surface is skatable and every edge is grindable. There is no shortage of hard-to-reach but rewarding areas to explore. Some of the most fun to be had is figuring out creative ways to work a level or even a small spot or area. The beauty is that you can go anywhere, you are never restricted to a particular path. The incredible looking levels themselves are somewhat fantastic, with some liberty taken to maximize the fun, but all are based on real places that exist today or have existed in the past. Every surface you can imagine is here to skate on including 1/4 pipes, 1/2 pipes, planters, picnic tables, bowls, swimming pools, rails and more, all waiting for your abuse. One of its strongest attributes is how easy the game is to get the hang of playing, while remaining extremely difficult and engaging for those who attempt to master it. Most of this has to do with the trick and combo system which allows for an infinite amount of diversity from one session to the next. There will always be something new to try. You also get three terrific two-player games to play as well, meaning this game will be played far longer than most others, and even longer if you actually skate for real.

Every nuance of the game is covered in this guide. Every trick, special move, and surface is covered. There are maps for each level with best lines, best spots, and info on how to accomplish each level's objectives (including finding the locations of the hidden tapes and all the secrets exposed in them.) Get to know Tony Hawk and the other showcased skaters a bit better by reading their bios, including info on how best to use each skater in the game. You can even read about the greatest accomplishment ever in skateboarding, Tony Hawk pulling the 900.



WHO IS TONY HAWK



There probably hasn't been one skate magazine in the past fifteen years that hasn't featured Tony Hawk at least once in each issue. Since his professional career launched in 1981, Hawk has placed in the top 2 in almost every contest he's entered, and he is considered one of the best, if not the greatest, skater in the world. With his fast-flying tricks, acrobatic maneuvers and amazing signature moves, he has conquered any street, ramp, pool, or skate park that has ever stood before him.

In 1999, Hawk made history before a live audience as he landed a complete 900. He was the first and only known skateboarder to accomplish this fantastic feat of pulling two and a half rotations in succession in mid-air. His equally astounding achievements in the 1980's earned him the esteemed title of "Skater of the Decade" from Thrasher magazine, and his prior one-of-a-kind tricks like the 720, Varial 540, Madonna and Stale Fish helped him to gain international notoriety.

Tony Hawk is one of the most respected athletes in the skateboarding community. As a major factor in the sport's ever-increasing popularity, Hawk has made even more of a name for himself by establishing Birdhouse, his own successful skateboard and clothing company, with partner Per Welinder. He has also made numerous television appearances, has endorsed several athletic-related products, and has even been the star skater behind a feature film or two.

Hawk's career has taken him around the globe. He currently resides in Carlsbad, California with his wife, Erin, and his two children.



TONY HAWK'S
PRO SKATER



WHO IS TONY HAWK

TRICK CONTROLS

Every Trick In The Book

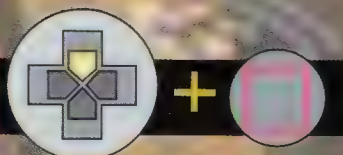
Some tricks can only be performed by vert skaters while others can only be performed street skaters. Pulling off tricks in the switched stance makes no difference on the point value of the trick. It is important to note that variety is very important and you have to make your tricks count. The first time you pull off a trick you will get 100% of the point value but the second time you pull a trick the value is cut and as you continue to pull the same trick, its point value will continue to decrease. The following is the rate of point decrease.

1st	100%
2nd	75%
3rd	50%
4th	25%
5th and up	10%

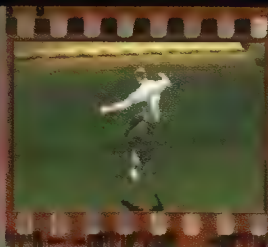
KICK TRICKS

Some kick tricks require more air to perform than others. For example, a varial needs a lot more room to pull off than a simple kickflip. Street skaters tend to be better at pulling off kick tricks than the vert guys.

360 Shove It, 250 Points



Heelflip, 100 Points



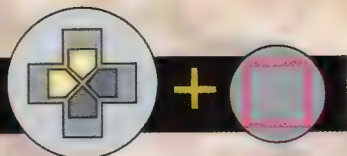
Impossible, 250 Points



Kickflip, 100 Points

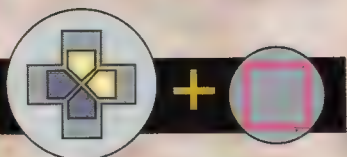


Kickflip To Indy, 625 Points

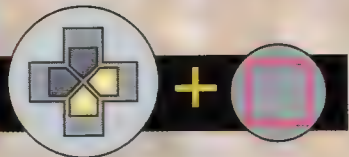


VERT SKATER ONLY KICK TRICKS

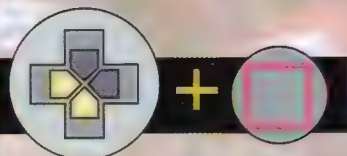
Fingerflip, 600 Points



Front Foot Impossible, 600 Points

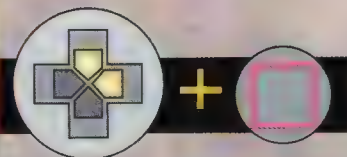
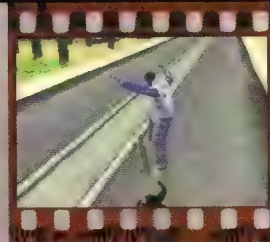


Varial, 500 Points

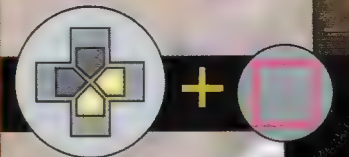


STREET SKATER ONLY TRICKS

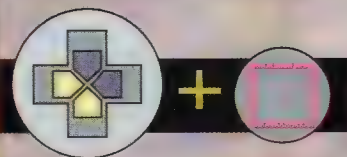
Hardflip, 300 Points



360 Flip, 300 Points



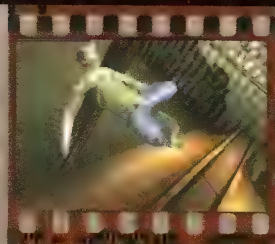
Sex Change Kickflip, 500 Points



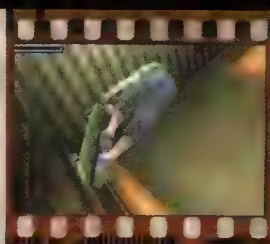
GRAB TRICKS

Grab trick's points increase as long as you hold the Circle button, (not the entire button combo). For this reason each of the trick's point value listed is only a base value, as long as you hold the Circle button the points will increase. Release your grabs at the last second for the maximum amount of points. All skaters, street and vert share the same grab moves.

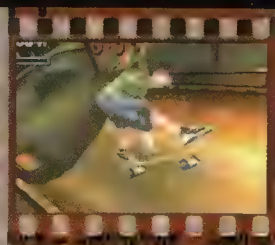
Japan Air, 367 Points



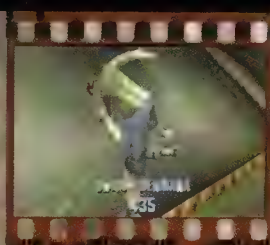
Rocket Air, 367 Points



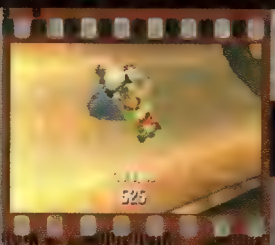
Indy Nosebone, 315 Points



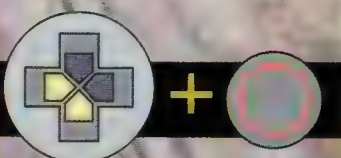
Benihana, 420 Points



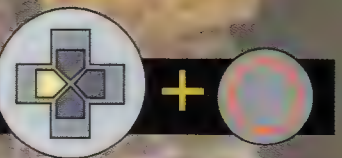
Tail Grab, 315 Points



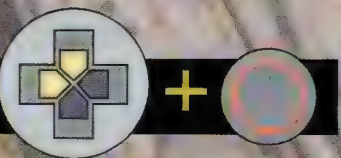
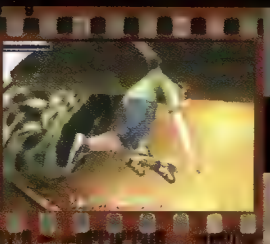
Stalefish, 315 Points



Method, 315 Points



Madonna, 525 Points

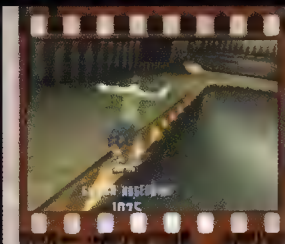


GRINDS AND SLIDES

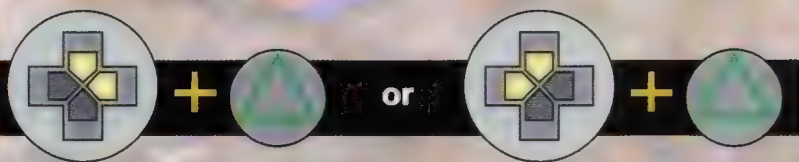
You can grind on just about every surface in the game. If you can see

an edge, even far off and high out of reach you can probably get to it some how and slide on it. The points you get for grinding or boardsliding totally depends on how long you are in the slide or grind. For this reason the points have not been listed for the different grind maneuvers. You can hit a rail or the coping at the top of a ramp at any angle by pressing Triangle when near it but to be able to pull off a 50-50 Grind you need to ollie straight onto one end of a rail and press the Triangle button. The only way to get out of a grind is to either slide off the end of the rail or ollie out of it by pressing X. As a standard practice you should always pull a kick trick of some kind when you ollie out of a grind. The best way to keep your balance on a slide or grind is to first have a lot of speed and second is to lightly tap on the left and right directions on the D-pad to make micro adjustments.

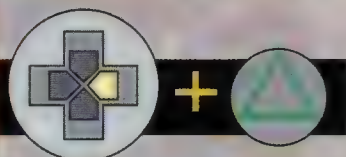
Nosegrind



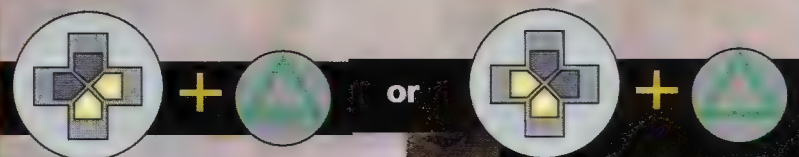
Crooked Grind



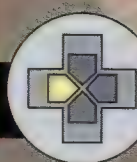
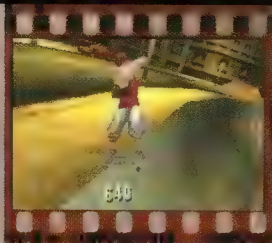
Backside Boardslide



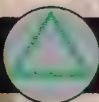
Smith Grind



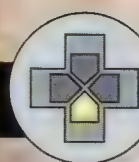
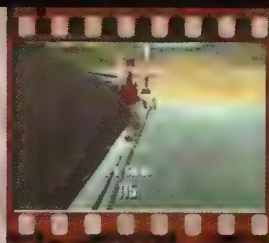
Frontside Boardslide



+



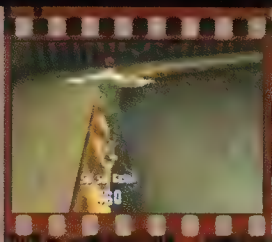
5-0 Grind



+



50-50 Grind



Head straight onto a rail's length and press



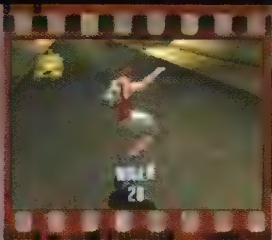
OTHER STANDARD TRICKS

Wallride, 500 points



Head into a wall after an ollie or coming off a ramp at a 45 degree angle or less and press Triangle to ride it. It unfortunately rarely yields any points but looks really cool.

Nollie, 200 Points



Up + X - Has the same effect as an ollie except that you pop your nose instead of your tail and you are awarded some points.

Fastplant, 250 Points



Up, Up + X - This won't work well on transition ramps like halfpipes and bowls but is a great alternative to the ollie and will get you to higher ledges than the normal jump.

MULTIPLIERS

You can easily have a blast just skating around and busting a single trick here and a there but in the Career Mode you will never achieve the kind of points you need to progress. The key to really highscores is the multiplier. You get to multiply the score given for a trick when you perform one or a combination of the following three things.

SPINS

The easiest way to rack up multipliers is to crank some spins

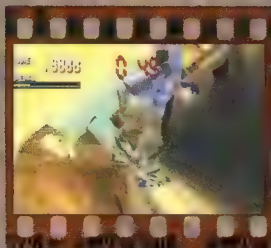
during your trick. Each complete spin adds one number to the multiplier. For example if you do a Fingerflip worth 600 Points while in a 540 spin you would get $600 \times 2.5 = 1500$ Points for the trick sequence! To do a single 180 spin tap the L2 or R2 button once. For a 360 tap L2 or R2 twice and so on for precise spins. You can also hold L1 or R1 to continually spin as you hold the buttons. Use these for making minor adjustments while in the air.

180	x1.5
360	x2.0
540	x2.5
720	x3.0
900	x3.5

Doing a spin with a simple ollie will also give points for the ollie when none are given for a normal ollie. You will want to try to throw spins into every trick to raise the multiplier.

180 Ollie	50 Points
360 Ollie	100 Points
540 Ollie	150 Points
720 Ollie	200 Points
900 Ollie	250 Points.

A 900 spin can actually be pulled by any character in the game as long as they have enough speed and are on a big enough ramp. Most characters will need to build up their attributes before they can pull it off. The best place to try the 900 is on the giant halfpipe at the dam in the Downhill Jam level. Work the transition a couple of times using your ollie and a couple of tricks to boost you higher and on the third pass crank on the L1 or R1 while you do a grab like a Method or Indy Nosebone. Release the L1 or R1 after two and half rotations.



There are only a couple of places in the game a 900 can be pulled using any character. The best spot is the dam on the Downhill Jam level.

MULTIPLE TRICKS AND GRINDS

Another good way to build up multipliers is to try a couple of tricks before you land. For example if you pull a Front Foot Impossible worth 600 off the lip of a half pipe then do a quick Method worth 315 Points before you re-enter you will add the points given for the tricks which comes to 915 Points. You then get to multiply that total by two for the amount of tricks pulled. You get $915 \times 2 = 1830$ Points. Now if you added a 360 spin to the whole maneuver you would get $915 \times 3 = 2745$ Points!



The only way to really rack up the points is to link your tricks together, like throwing in spins and grinds to you maneuvers.

This system can get really insane when you start adding in grinds and board-slides. When in a grind you can ollie up then back down into another grind or slide to quickly add a multiplier. Adding a trick in between will add points to your score and a point to the multiplier. This is perhaps the cheapest way to gain multipliers. You can also land your tricks in a grind to add a multiplier. Also don't forget Nollies and Fastplants as they will add points and a multiplier point where a normal Ollie would not have. In one sequence you can jump off a ramp using a Nollie, pull a 540 Benihana while in the air, land in a board-slide, Nollie out of the Boardslide, throw in a 180 Kickflip and land a Crooked Grind, then ollie out of the grind to the ground using a 360 Shove It. The score for this combination could end up looking like this: 2180 (points total) x 8 (multipliers) = 17,440 Points!

GAPS

Scattered throughout every level are several gaps to jump. These could be mas-

sive jumps that take you over something like the air conditioner on the school roof in Miami but can also be spaces between ramps. Transitions from one ramp to another are also included in this category. Jumping a gap or transition will add one multiplier as well as some points to your score. In some cases there will be hidden areas that also yield points and a multiplier if you get the secret while in a successful combo of tricks. The gaps and their point values have been marked on each level's map. Try to include gaps in your biggest combos for a free extra multiplier. Gaps and secrets will be displayed on-screen in blue when they are earned.

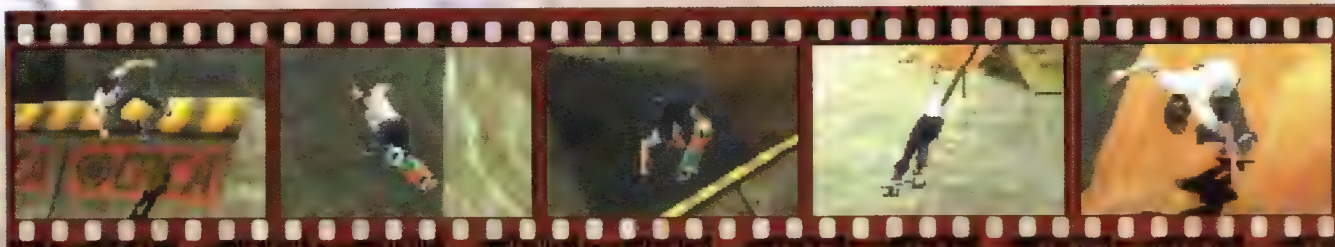


Gaps will come in all sorts of flavors, some a bit hidden.

TRANSFER



Up at the top of a transition ramp into another ramp - this is more of a technique than an actual trick but you are awarded points for it when successful and is a great way to get to other spots with style. There are other types of transfers, like horizontally jumping from ramp to ramp, which have more to do with the angle that you leave the ramp than any button presses. As with all moves you will want to try to sneak in a trick or two when transferring between ramps. The point value depends on the ramp you're transferring. This same technique is used to exit pools and half-pipes.



Side by side ramp to ramp transfer. You always want to be on the look out for other ramps in an area to jump to from another ramp.

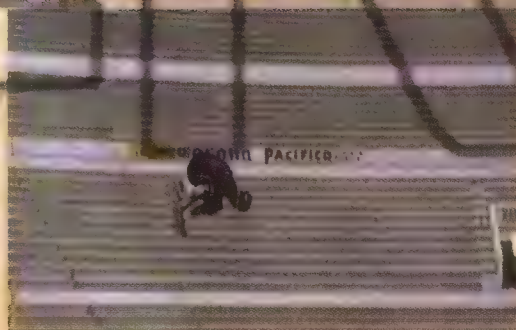
BONUS POINTS

Scattered throughout each level are several bonus point icons to grab. These icons serve a dual purpose. First, they add points to your score, and secondly they let you know of spots you can try to get to or work. Think of them as sign posts telling you where you should try some moves.





SKATERS



TONY HAWK

Tony's best attributes are obvious. He can get incredible air and has loads of speed. He is a vert skater, meaning he does best when high above a halfpipe rather than trying to ollie planter boxers. That's not to say he doesn't have some street skills, but he will never be as strong as some of the other skaters on the pavement and his low balance rating can sometimes be a real hindrance when not at top speed. With Tony, you will want to go huge with every air, 720's in all its forms are a snap with him. He is also the only skater that comes equipped with four special moves, one more than the rest of the skaters in the game. This is of course the 900 which was added after he made it in the 1999 XGames. Luckily the videogame was still in development at the time he made the 900 so it was easy to get it included. It is one of the hardest tricks to pull in the entire game but a thrill when you do. Try to beat Tony's personal record of three sequential 900's.

OLLIE 3
SPEED 7
AIR 7
BALANCE 4

AGE 31
BORN USA
HOMETOWN Carlsbad
YEARS PRO 16
STANCE Goofy
HEIGHT 6'2"



TONY HAWK

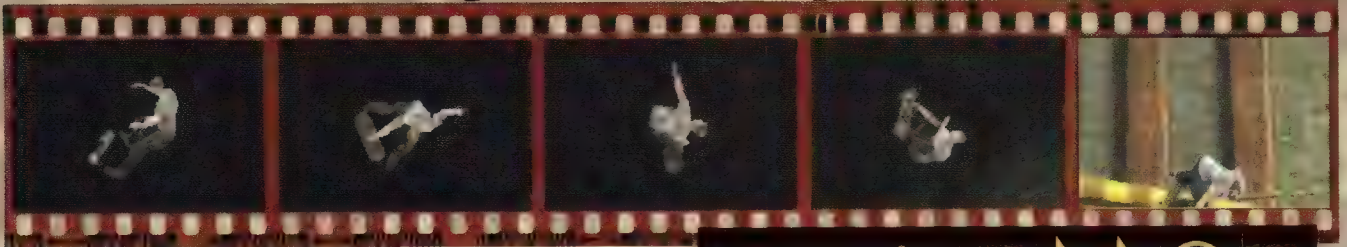


Tony Hawk's Boards



Tony Hawk's Special Moves

Kickflip McTwist



4000 points ◀ ▶ ○

540 Board Varial



2000 points ◀ ◀ ◻

360 Flip To Mute



1500 points ◀ ▶ ◻

The 900



8000 points ▶ ◀ ○

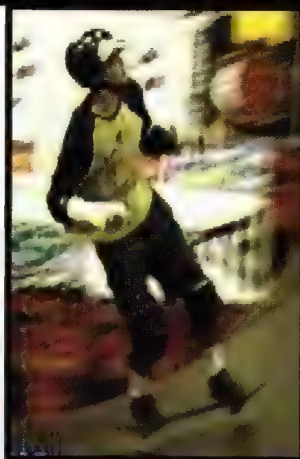
Note: When trying for the 900 you need to have way more speed than usually needed for a special move and it cannot be performed from just any ramp in the game. Only the largest half-pipes will yield the best results.

BOB BURNQUIST

It was only six years ago that Bob Burnquist burst onto the skate scene by winning the first pro contest he had ever entered. Born in Brazil and now residing in Encinitas, California, he has since become one of the leading and most popular professional skaters. His unique skating style and his tendency to alternate his stance between goofy and regular make him an exciting competitor to watch. At 22, Burnquist's style and ability should keep him a champion for years to come.

Bob can't quite get the speed and air of Tony Hawk but his stats are the most balanced of all the vert skaters. This means he can perform moderately well on any surface. He's hard to go big with at first though which means you will have to play through the career mode with him a bit to build his abilities before you're pulling the crazy stuff with Bob. Be sure to get his signature Burntwist down for when you really need to let some freakiness fly.

OLLIE	4
SPEED	6
AIR	6
BALANCE	4
AGE	22
BORN	Brazil
HOMETOWN	Encinitas
YEARS PRO	7
STANCE	Regular
HEIGHT	5'11"



BOB BURNQUIST

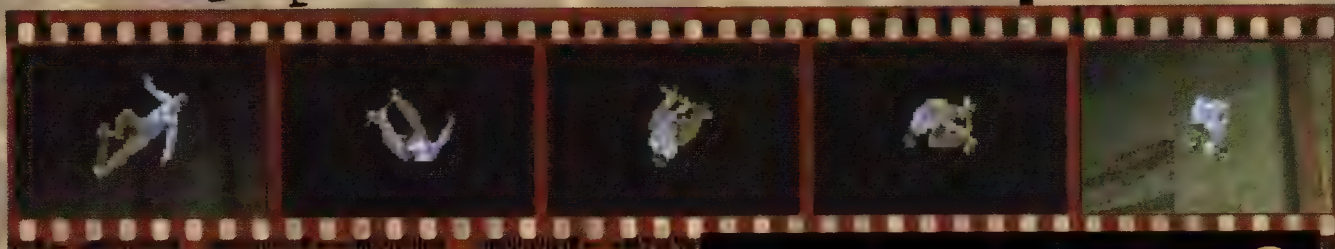


Bob Burnquist's Boards



Bob Burnquist's Special Moves

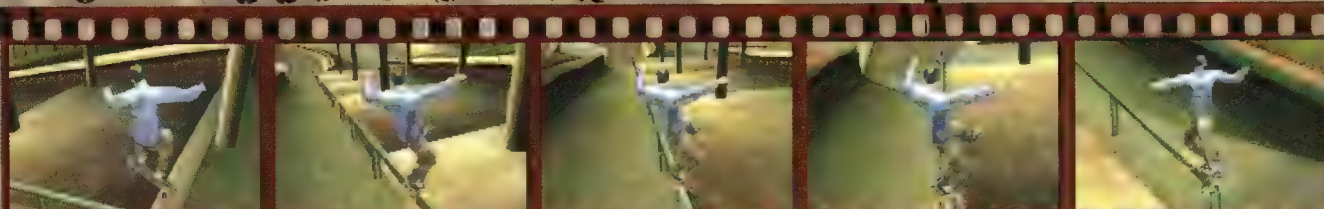
Backflip



4000 points



One Footed Smith Grind



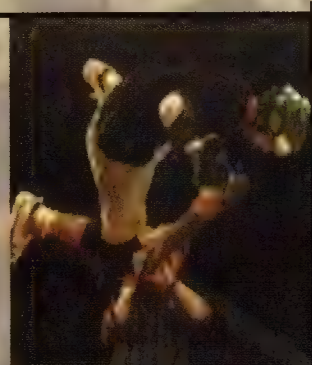
Points Variable



Burntwist



Points Variable



BURNQUIST

GEOFF ROWLEY

Having grown up in Liverpool, England, Geoff Rowley had a good dose of skateboarding before ever coming over to the States. Currently residing in Huntington Beach, California, Rowley first turned pro in 1994 and has been on many a street course ever since. With fine precision, the 23-year-old Rowley can ride any handrail or staircase around and doesn't plan on stopping anytime soon.

This British import has an amazing ollie and is one of the fastest street skaters in the game. These are the ingredients you need to score major points on the rails. He can make some rail transfers right from the start that many other skaters can't even touch until well into the game. His balance, while standard for the street skater, is far superior to the vert boys. Use this to your advantage when approaching any of the game's courses with Geoff. He is the only character in the game that can pull off the insane Darkslide.

OLLIE 7

SPEED 5

AIR 3

BALANCE 6

AGE 23

BORN UK

HOMETOWN Huntington Beach

YEARS PRO 5

STANCE Regular

HEIGHT 5'8"



GEOFF ROWLEY

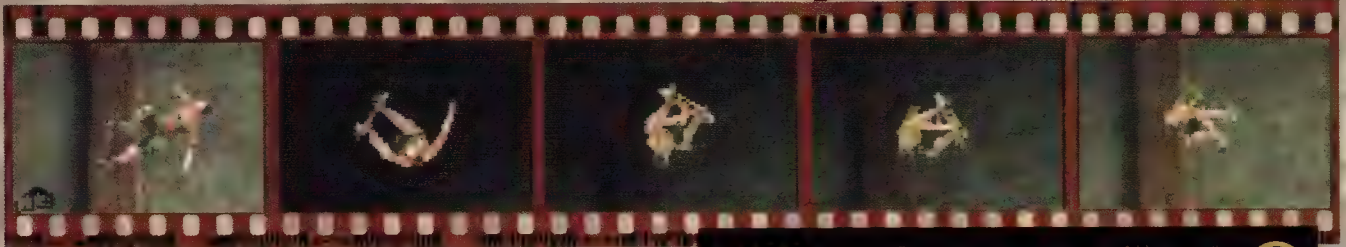


Geoff Rowley's Boards

Industrial Flip Skateboards Tuff as Fe	Magic Lamp	Punk Skull	Panic Attack	Magic Cat	White Trash	Bull	Rocky
0	0	3	7	10	15	21	24
ALREADY HAVE AT START	ALREADY HAVE AT START						

Geoff Rowley's Special Moves

Backflip



4000 points



Double Hard Flip



1500 points



Darkslide



Points variable



BUCKY LASEK

Bucky Lasek was raised on the East Coast in Baltimore, Maryland, where his style of skating was smooth and clean in contrast to the rough structures he was used to riding. Lasek is capable of skating almost any terrain to perfection, and he has been proving it to the professional world of skateboarding for the past nine years. The 5'11", 26-year-old veteran has recently re-located to Carlsbad, California, to be at the heart of the West Coast scene.

Of all the ramp skaters, Bucky has the best ollie and speed as good as Tony's. It makes him unstoppable when sessioning a half-pipe as well as the ability to reach some areas the other vert skaters can't. He's a bit tough to keep on the rails at slow speeds, but that's the same with all the ramp riders. His coolest special move is the Varial Heelflip Judo, just give yourself enough room when you try to pull it.

OLLIE	5
SPEED	7
AIR	6
BALANCE	3
AGE	26
BORN	USA
HOMETOWN	Carlsbad
YEARS PRO	9
STANCE	Regular
HEIGHT	5'11"



BUCKY LASEK

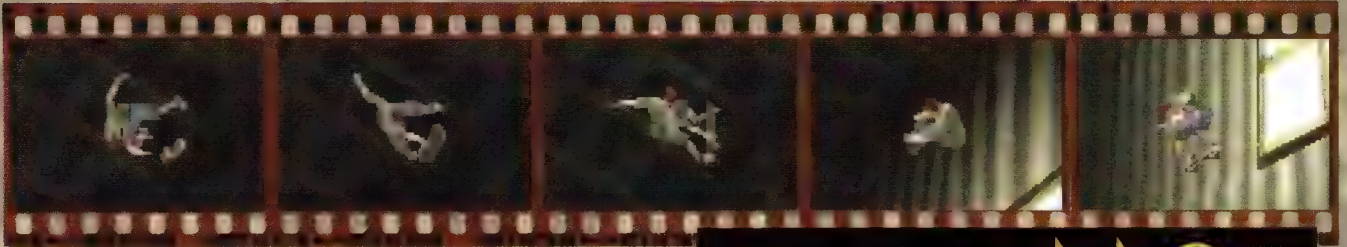


Bucky Lasek's Boards



Bucky Lasek's Special Moves

Kickflip McTwist



4000 points ◀ ▶ ○

Fingerflip Airwalk



2000 points ◀ ▶ ○

Varial Heelflip



2500 points ◀ ▶ ◻



CHAD MUSKA

Chad Muska has brought an incredible amount of heart and enthusiasm to the sport of skateboarding, having been on the circuit since the age of seventeen. He is an incredibly skilled rider who endlessly promotes the virtues of the sport everywhere he travels. Originally from Las Vegas, Nevada, Muska currently resides in Los Angeles, California.

This guy sticks to any rail you throw him on with an extremely high initial balance rating. That means big combos on the rails but there will be a few places he won't be able to ollie to until later in the game. You would think that riding around with a backpack with a stereo strapped to it would make him a bit unstable, but he can work a surface as well as the rest of the skaters. When on a half or quarter pipe use your flip tricks as Chad has a knack for tucking in board flips when others would be eating it. Chad has possibly the goofiest move in the game, One Foot Thumpin which has him grinding a ledge with one foot while he pulls out his boombox and slaps it to his ear.

OLLIE	6
SPEED	4
AIR	4
BALANCE	7
AGE	22
BORN	USA
HOMETOWN	Los Angeles
YEARS PRO	5
STANCE	Regular
HEIGHT	5'10"



CHAD MUSKA

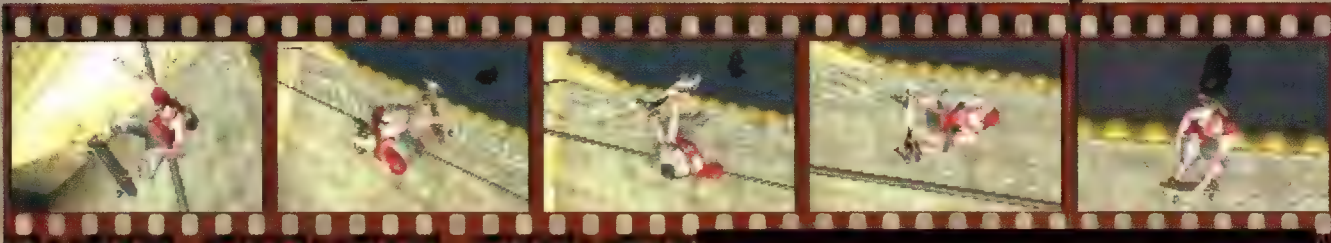


Chad Muska's Boards



Chad Muska's Special Moves

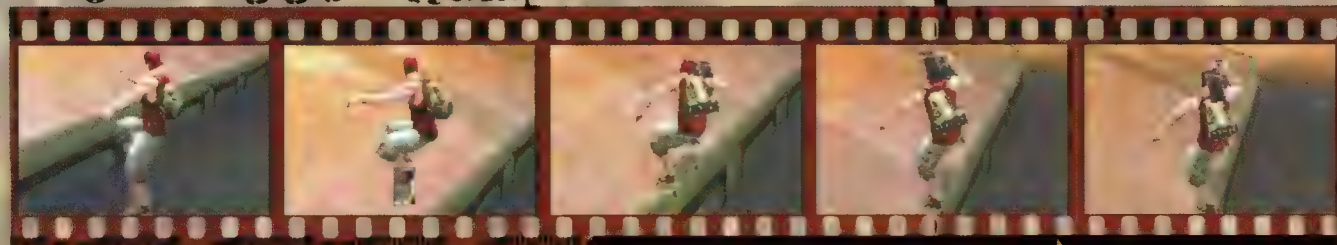
Front Flip



4000 points



One Foot Thumpin



Points variable



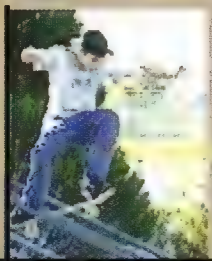
360 Shove-it



1500 points



MUSKA



KAREEM CAMPBELL

A native New Yorker, Kareem Campbell learned how to skate around the real kind of obstacles (taxis, potholes, cement and pavement for miles...) found only in urban settings like New York. Having lived on both coasts he has skated it all, and has chosen for the time being to stay in Los Angeles to enhance his smooth, metropolitan style. At age 25, he has been a pro for the past six years and has used his masterful skating skills to become a presence in the world of street competition.

Like Chad, Kareem Campbell can do board tricks with the ability to pull off any of the board flips when others would bail. His strongest ability initially is his ollie and he will be able to reach some of the tough spots earlier than some of the other skaters. Using Kareem is all about finding creative lines that rely on his jumping ability, so try to nail those tall planters. His coolest trick is Casper Slide. Save it for your longest rails or ledges to reap the maximum benefit.

OLLIE	7
SPEED	4
AIR	4
BALANCE	6
AGE	25
BORN	USA
HOMETOWN	Los Angeles
YEARS PRO	6
STANCE	Regular
HEIGHT	6'



KAREEM CAMPBELL

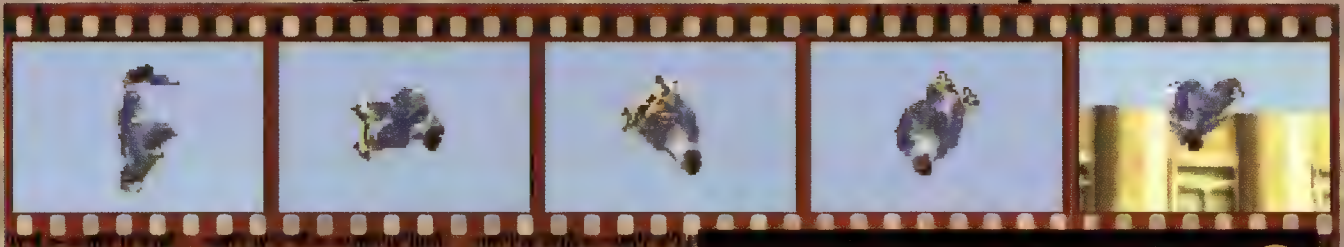


Kareem Campbell's Boards



Kareem Campbell's Special Moves

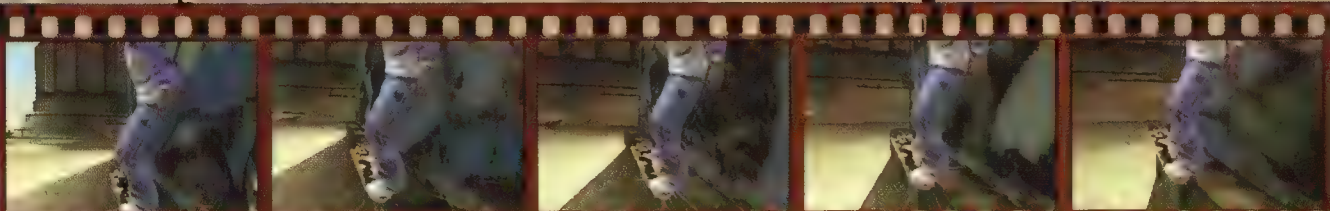
Front Flip



4000 points



Casper slide



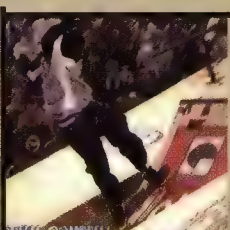
Points Variable



Kickflip Underflip



1500 points



CAMPBELL

ANDREW REYNOLDS

As one of the youngest featured skaters in the game, it's no wonder that Andrew Reynolds will risk some of the craziest maneuvers and grab the highest air to gain the attention of any kind of skateboarding fan. Whether it's tossing himself off of an airplane hanger or massive staircase, he has earned himself a reputation of being one devoted skateboard fanatic. Reynolds turned pro at seventeen and has kept his momentum going for the last three years. Born and raised in Huntington Beach, California, he is among the tallest of all the featured skaters at 6'2".

With Andrew's speed and high ollie ability any gap in the game should be no problem. He is also up there with those with the best balance so take advantage of the rails at any speed. He has two unique special tricks to try besides his high point grossing Backflip maneuver. His Triple Kickflip is a flashy trick to try on any of the half or quarter pipes. The second is a sick grind called a Heelflip to Bluntside which you're going to have to view in the replay frame by frame to see everything that is actually going on. To keep with Andrew's skating style try the craziest stuff with him.

OLLIE	6
SPEED	5
AIR	3
BALANCE	7
AGE	20
BORN	USA
HOMETOWN	Huntington Beach
YEARS PRO	3
STANCE	Regular
HEIGHT	6'2"



ANDREW REYNOLDS

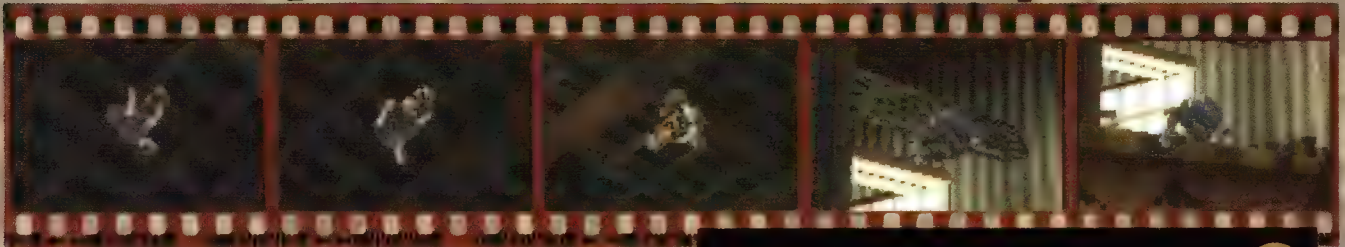


Andrew Reynolds' Boards



Andrew Reynolds' Special Moves

Backflip



4000 points



Heelflip Bluntside



Points Variable



Triple Kickflip



1500 points



REYNOLDS

RUNE GLIFBERG

Rune Glifberg was born in Denmark, and raised in the city of Copenhagen. He currently resides in Costa Mesa, California, another professional skater to relocate to the sunny shores of Southern California. An expert vertical skater, Rune has the gift of combining amazing tricks on the half-pipe, ramp, backyard pool, and any other terrain he decides to skate. With seven years as a pro under his belt, he may just be the one to watch for the next 900.

This guy's stats are comparable to Tony's, with Rune's ollie ability slightly above the legend's. This means big time air is possible with this guy right from the start of the game on any of the transition ramps or pools. This is the only character that can perform the Christ Air which makes him a must. Try holding the Christ pose by holding the Circle button down until the last moment for the best effect.

OLLIE	4
SPEED	7
AIR	7
BALANCE	3
AGE	25
BORN	Denmark
HOMETOWN	Costa Mesa
YEARS PRO	7
STANCE	Regular
HEIGHT	5'11"



RUNE GLIFBERG



Rune Glifberg's



Rune Glifberg's Special Moves

Kickflip McTwist



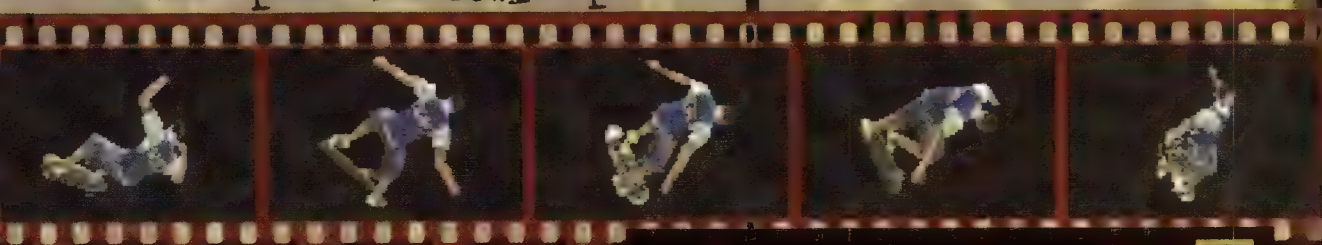
4000 points   

Christ Air



2100 points   

Triple Kickflip



1575 points   

GLIFBERG



JAMIE THOMAS

A filmmaker in his free time, Jamie Thomas has been a skateboarding pro for over six years, who probably hasn't missed a day of skating in his entire career. Huge on streets and handrails, Jamie is an Encinitas resident who was transplanted to the West from Alabama. At 24 years old, he's also directed and edited six different skateboarding videos.

With the lowest ollie ability of the street skaters, Jamie Thomas can't reach some of the far ledges and gaps until you build him up in the Career mode. He does share the same high balance rating as other skaters and his slight air advantage is helpful on the ramps. His 540 Flip move can be pulled with minimal air and his One Footed Nosegrind is similar to Chad Muska's signature grind, minus the boombox.

OLLIE	5
SPEED	5
AIR	4
BALANCE	7
AGE	24
BORN	USA
HOMETOWN	Encinitas
YEARS PRO	5
STANCE	Regular
HEIGHT	5'10"



JAMIE THOMAS

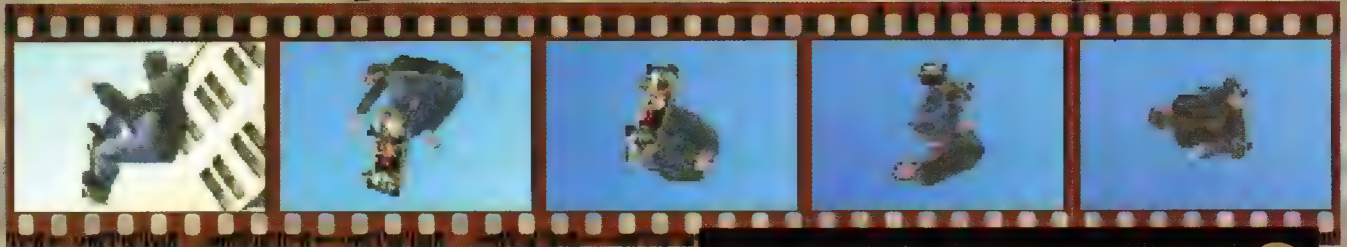


Jamie Thomas' Boards



Jamie Thomas' Special Moves

Front Flip



4000 points



One Foot Nosegrind



Points variable



540 Flip



1500 points



ELISSA STEAMER

A native of Ft. Myers, Florida, Elissa Steamer was the first female skater to make the cut against all the guys in the Skatepark of Tampa Pro Contest in the Spring of 1999. She accomplished her first year as a pro successfully, winning six straight all-girl contests. Currently undefeated, she will be experiencing more of that as she heads into her future seasons.

Elissa is the most balanced of any of the street skaters and is arguably the most balanced character in whole the game. She's got some skills in all areas including her ollie and her ability to get high into the air on a ramp. Because of this she is a great character for beginners. Her Primo Grind is supercool and looks great in a replay and her Judo Madonna gives you nice shot of the underside of whatever board she is riding. This skater is not to be underestimated.

OLLIE	6
SPEED	4
AIR	5
BALANCE	6
AGE	Undisclosed
BORN	USA
HOMETOWN	Fort Myers
YEARS PRO	1
STANCE	Regular
HEIGHT	5'4"



ELISSA STEAMER



Elissa Steamer's Boards



Elissa Steamer's Special Moves

Backflip



4000 points



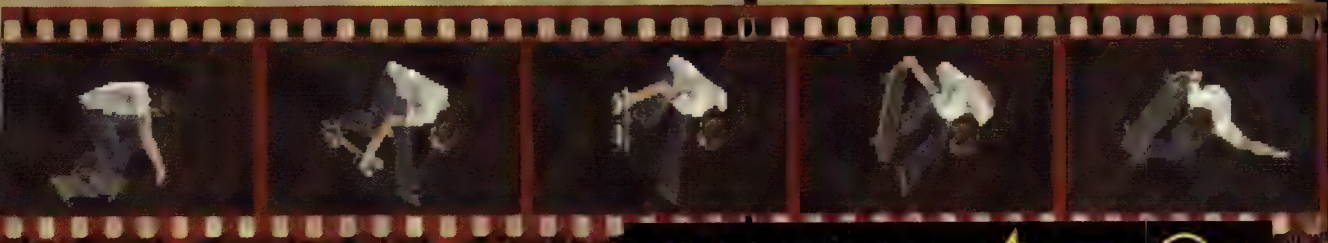
Primo Grind



Points variable



Judo Madonna



1500 points



STEAMER



151

152



A photograph of a road with a white dashed line and a yellow curb, with the word 'LEVELS' overlaid in large, bold, black letters.

LEVELS

WAREHOUSE

Woodland Hills

Lovely Woodland Hills, California, the valley as it is known by the larger Los Angeles area. The Warehouse is a pretty basic set-up that is a great place to practice your skills. You get everything here, a killer halfpipe, quarterpipes, a kicker jump, a big rail and even a ledge or two to tear up. This is the only level where it is possible to get every tape in one run.

TIPS FROM TONY

Favorite Line:

Break the right window and go down the ramp so that you're set up to jump the halfpipe and break through the secret room. I like to try to get all of the tapes in one run.

Favorite Individual Spot: *The halfpipe jump*

Jumping the halfpipe is a thrill when you actually make it.



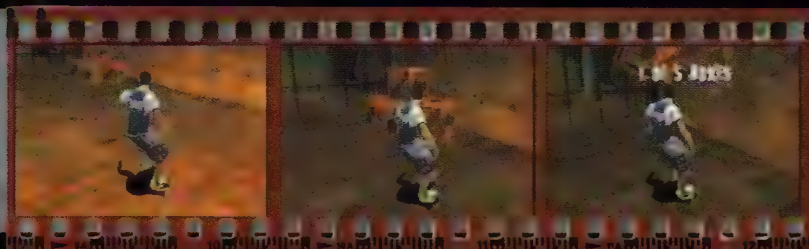
Tape 1 - High Score 5,000 points

You can easily earn the 5,000 points to earn the first tape for the high score. Just put spins in your tricks and hit every ramp and the get the big rail with a couple of combos and you will be way over 5,000. The only thing that could actually keep you from earning the High score tape is if you can't stay on your board. When you get really good you can actually get to 5,000 points with the first trick or two of your run.

Tape 2 - Hit Smash 5 boxes

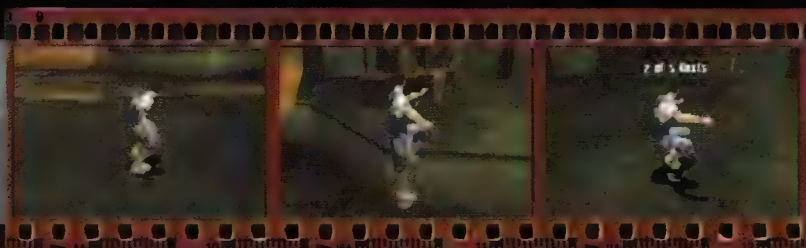
All the boxes for this level are basically set up in a big U pattern making it easy to hit each one in sequence.

Box ①



Hit the first pile of boxes to your right at the starting point. The best way to go about it is to turn around when you start and hit the quarter pipe behind you then crash through the boxes as you head through the right window.

Box ②



The second pile of boxes is on the ledge beyond the halfpipe along the right wall. Get to the ledge using an ollie, but for style and big points jump the entire halfpipe to the ledge with the boxes.

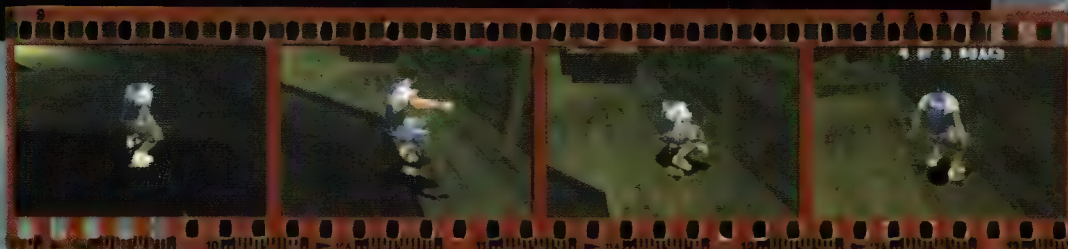
Box ③



Transition over the quarterpipe hump along the back wall to get the third pile of boxes. Don't hit it with too much speed as you're liable to clear the boxes entirely. You can also simply press up at the top of the ramp to get to the ledge and the boxes.



Box 4



Along the left wall on the ledge by the water hazard is the fourth pile of boxes. Simply ollie onto the ledge to take out the boxes. The point scoring way to get to the boxes is to start from the quarterpipe at the back to get up speed then use the kicker jump to get to the ledge.

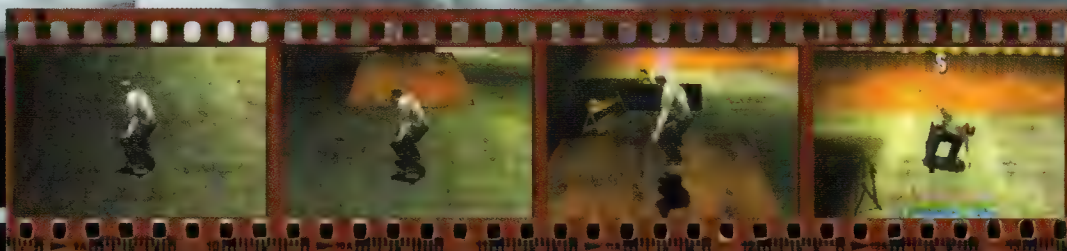
Box 5



The last pile of boxes is beyond the quarterpipe in the front of the room. If you were coming from the ledge where you find the fourth pile of boxes you would continue along the right wall after leaving the ledge and press Up at the top of the quarterpipe to get to the ledge and the last pile of boxes.

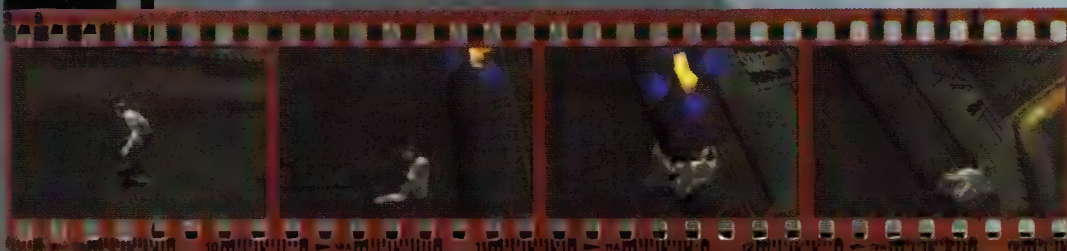
Tape 3 - Spell S-K-A-T-E

The most efficient way to get all the letters is to use an S shaped line through the level. From the starting point get the T first, then A, then K, then E and then finally the S.



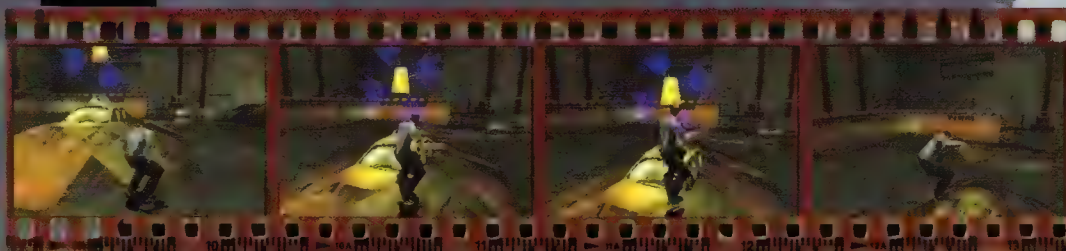
The S is an easy grab in the kicker jump gap by the water hazard. Throw in a trick with a spin while you get the letter for some big points.

K



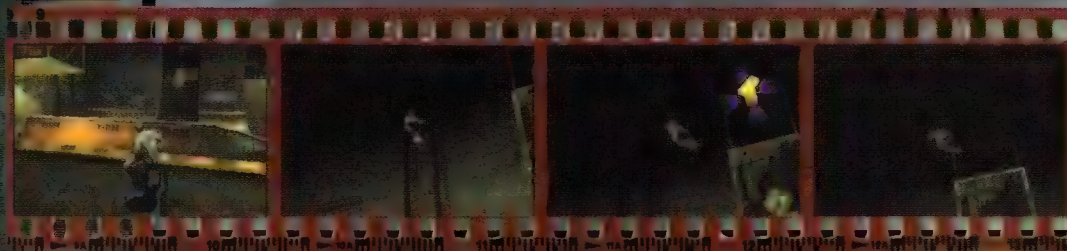
The K is at the back of the room at the top of the quarterpipe left of the big sign. Be sure to get enough speed to get high enough to grab it.

A



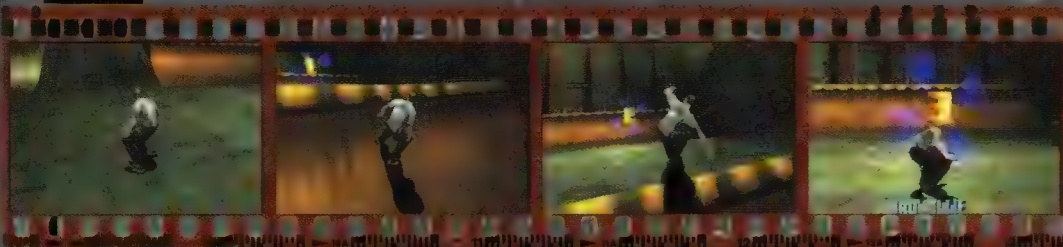
You don't need much speed to get the A over the Taxi jump. Do a trick for some points but for the big points get loads of speed and see if you can jump all the way into the halfpipe.

T



The T is in the air hovering over the center of the halfpipe. Approach the halfpipe jump from either side and with enough speed you'll get the letter along with gap bonus for clearing the halfpipe.

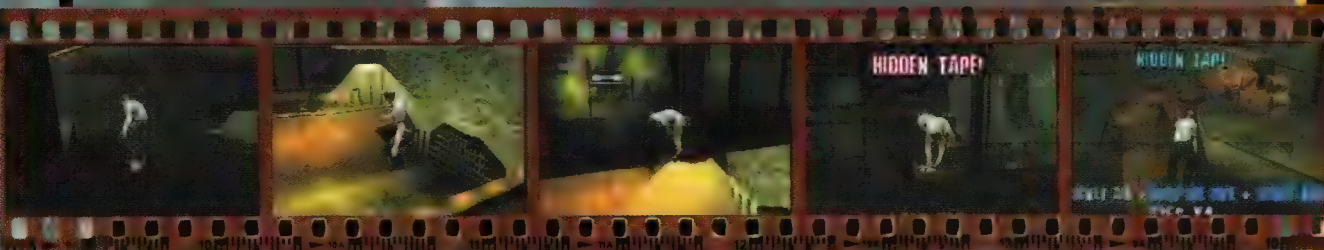
E



The E is found next to the fifth pile of boxes on the deck above the quarterpipe to the right of the large ramp leading to the starting point. From the starting point the ramp and letter is located in the lower left corner.

Tape 4 - Find The Hidden Tape

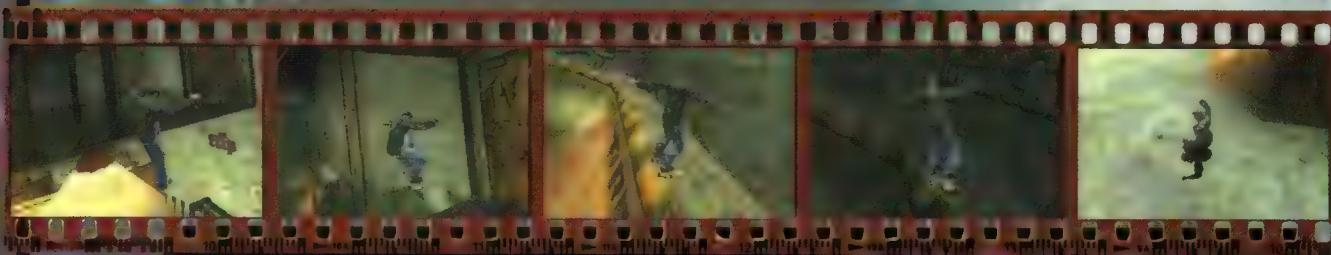
The Hidden Tape is easy to find. It is located in the small room hanging above the halfpipe like a sky box. The best way to get it is to go down the right ramp from the starting point and veer right towards the skybox room before you go off the ramp over the halfpipe. With enough speed and air you will crash through the room, grabbing the hidden tape. If you pull some tricks during the jump you can get all kinds of bonus multipliers. You can get one for clearing the whole halfpipe, another for finding the secret room and then points and multipliers for whatever tricks and spins you pull. If you're really daring try to land in a grind or slide on the rail or ledge on the other side of the halfpipe.



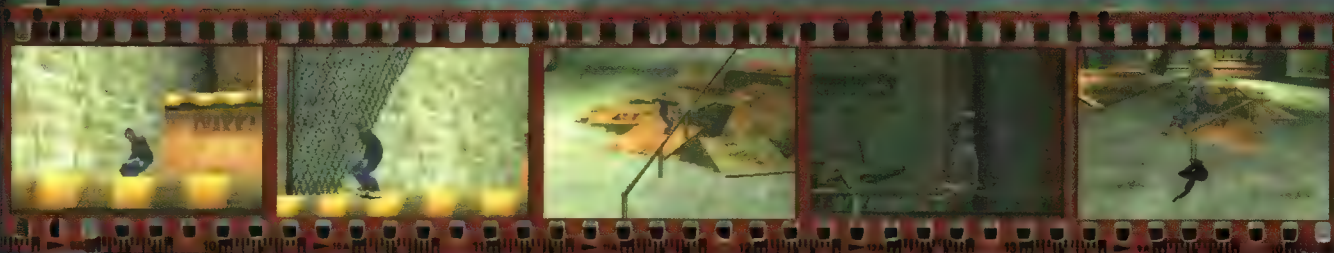
The hidden tape should be the first thing you grab when you start a run.

Tape 5 – Pro Score 15,000

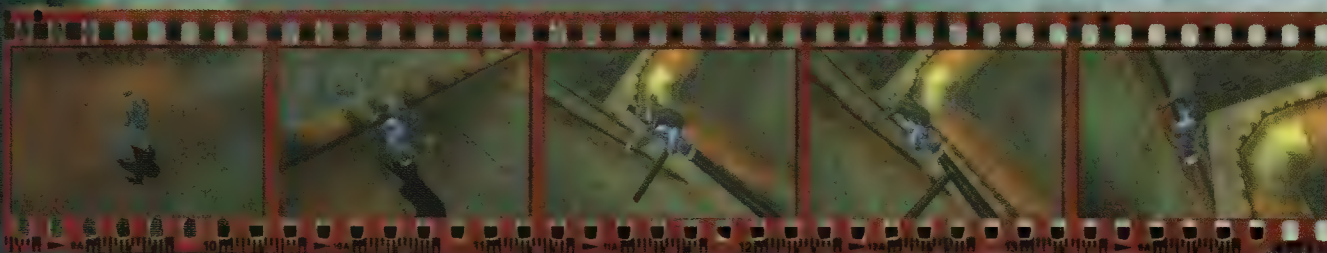
The Pro Score Tape is also not that tough to earn unless you're having trouble landing. You just have to be sure to hit everything that can boost your multipliers. There are a couple of lines you will definitely want to try to follow to ensure that you get the Pro Score Tape. The first consists of launching over the halfpipe, through the secret room then onto the handrail beyond. From the handrail you can ollie to the lip of the quarterpipe. Bust a trick in-between for another multiplier. Try and stay in a grind on the lip all the way around the hip section along the back of the room. For the ultimate, ollie out of the grind at the end of the hip out to the long rail in the middle of the room. Amazing points can be achieved this way. The following are some other lines you should try but there are countless others for you to come up with.



Over the halfpipe, through the secret room, into a grind on the rail and ollie onto the lip of the long quarter pipe against the back wall.



Staying on the large rail in the center of the room for its entire length will earn you an extra multiplier bonus. For the maximum points launch from the deck of the quarterpipe to the rail.



A daring trick is to try to hit the rail at the top of the sign in the back of the room, using the quarterpipe to reach it.

Gaps



A Transfer - 200 Points

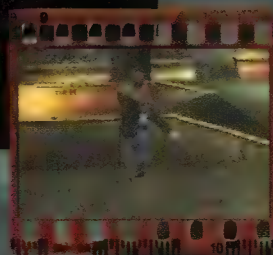
Press Up when you ollie at the lip of the quarterpipe's hip to go over it for a transfer.

B Taxi Gap - 600 Points

Get your speed up by pulling a trick on the quarterpipe in the back and ollie at the taxi and if you make it all the way to the center flat of the halfpipe then you will have accomplished the Taxi Gap.

C Kicker Gap - 100 Points

Come at this one from either direction and try a trick while in the air.



WOODLAND

D Over The Pipe - 300 Points

Clear the entire halfpipe from either side of it. It is actually hard not to clear when you start your run from the top of the ramp where you begin the level.

E Secret Room - 300 Points

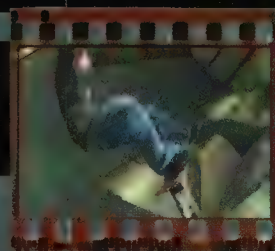
When you make the Over The Pipe gap you should aim for the secret room hanging above the flat of the pipe.

F Faceplant - 400 Points

Slam your body against the wall after clearing the quarterpipe on the second level after launching off the quarter pipe right of the two large ramps leading to the starting point for this level. Mega speed required.

G Channel Gap - 250 Points

There are actually two Channel Gaps. Use the quarterpipes to launch over the ramps leading to the level's starting point.



H Kicker 2 Ledge - 200 Points

You can also use the Kicker jump to get to the ledge with the boxes on it.

J Deck 2 Rail - 300 Points

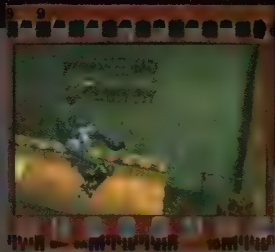
With enough speed you can ollie from the deck of the quarter pipe right of the entry ramps all the way to the rail in the center of the room. Ride the entire rail for the Big Rail bonus.

I Big Rail - 200 Points

Ride the length of the big rail in the center of the level for the Big Rail bonus. Bust some tricks and spins for even higher points.

K

Taxi 2 Ledge - 500 Points



Get crazy amounts of speed and you can ollie from the taxi cab to the ledge with the raised pipe to the right of the half-pipe.

L

Taxi 2 Rail - 1000 Points

Even tougher is getting to the large rail in the center of the room from the Taxi.

M

Monster Grind - 500 Points

This one is nearly impossible but if you have plenty of skills and some luck you can ollie to the high rail above the billboard and from there ollie to the coping of the quarterpipe and from there ollie to the pipe on the ledge against the wall left of the halfpipe. You'll be awarded the Monster Grind bonus when you reach the pipe.

N

High Rail - 200 Points

Just get to and grind the rail at the top of the Transworld Skateboarding sign in the back.

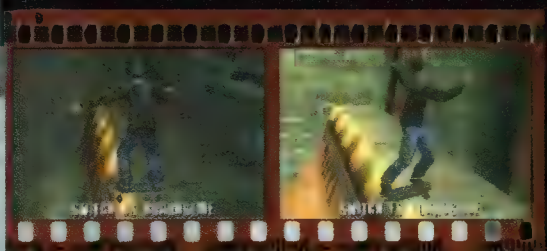
O

Holy Shi... - 3000 Points

Believe it or not this can be done. A grind that lasts the entire coping of the quarterpipe in the back of the room including the hip in the middle.

P

Transition Grind - 400 Points



There are two places to perform Transition Grinds and be rewarded for it. The first is when you launch out of the halfpipe and land on and grind the coping of the quarterpipe by the ramps you started the level by coming down. The second place to earn points for a Transition Grind is the same place the Faceplant bonus is earned except that you grind the coping of the quarterpipe on the upper deck after launching from the quarterpipe below rather than slamming into the wall above the upper ramp.

SCHOOL

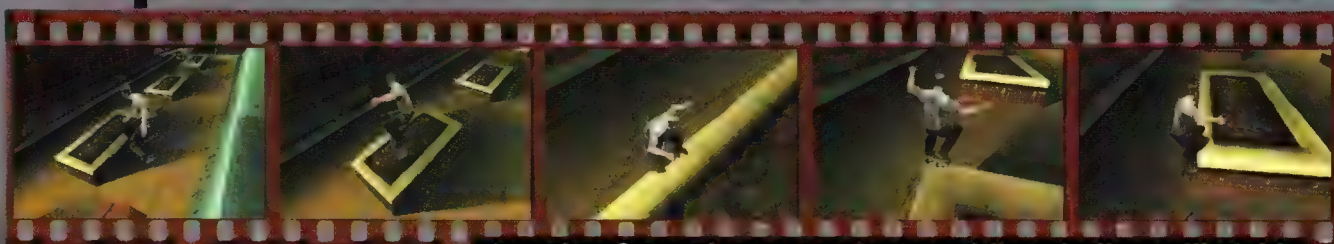
Miami

Schools have always made great skateparks but this school is something else. There is a ton of space to roam with lots of secrets and hard to reach areas to explore.

TIPS FROM TONY

Favorite Line:

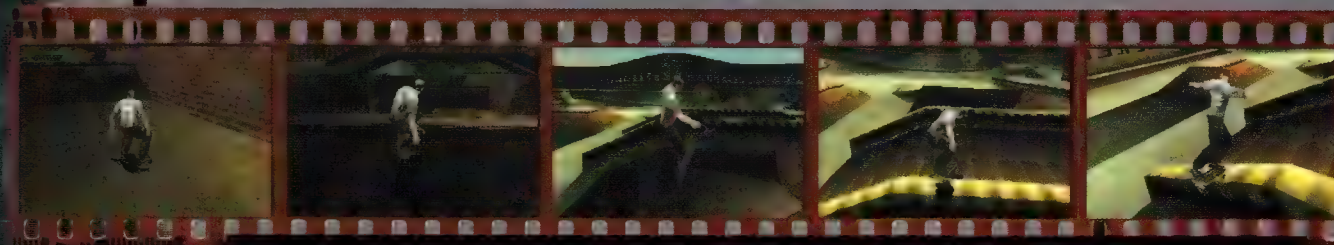
Jump off the starting ramp diagonally to the left and grind a few planter ledges in sequence (so that it creates a long combo trick). Then line up to grind the big rail (either crooks or smith). Hit one or both of the bridges, then session the halfpipe for a while.



Jumping from planter to planter while grinding will yield some high combo points.

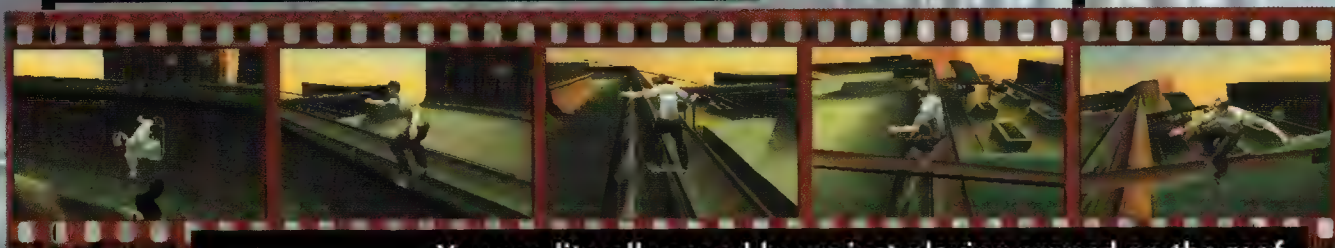


Nobody can resist this huge rail.



Countless combinations can be thought of using the bridges over the ditch.

Favorite Individual Spot:
Trying different lines/grinds on the roof.



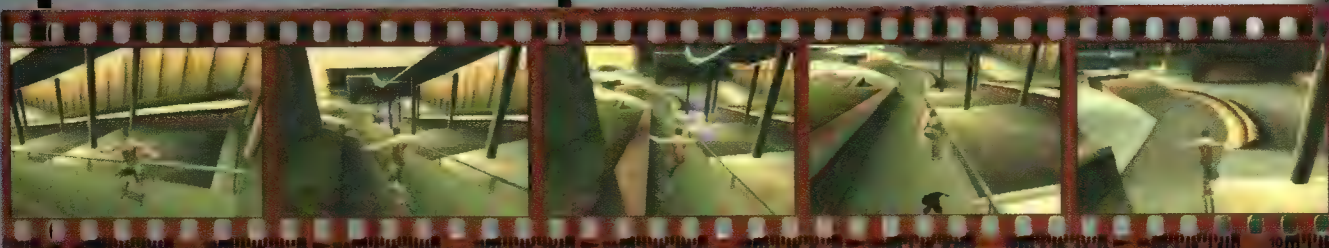
You can literally spend hours just playing around on the roof.

Tape 1 - High Score 7,500 points

With many combo opportunities available, getting the high score tape is no problem.

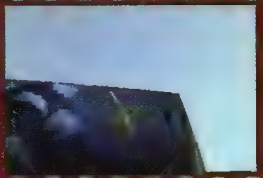


The first big trick spot is when you jump off the awning at the start. Tony Hawk likes to go off the awning diagonally to hit several planter ledges but you can also get huge points by just going off the end to the planter ledge below. Pull a kick trick of something with a 360 spin while you fall to the planter in a grind. Ollie or better yet, Nollie from the planter into another kick trick with a 180 before landing on the ground. Over 3,000 points are possible here.

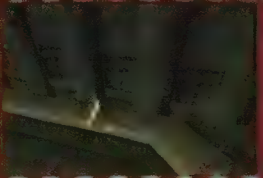
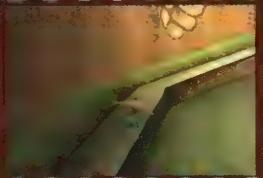
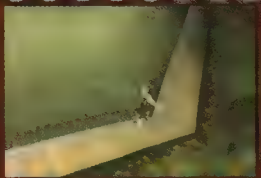
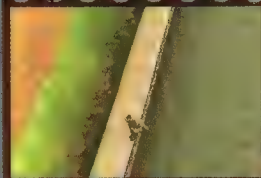


Another huge point racking line starts at the top of the stairs leading to the playground. Ollie, pull a trick onto and grind the railing then ollie to the ledge on the left then ollie from there back to the rail, throwing another spin and trick in between. From the end of the rail ollie and trick onto the small ledge on the ground in front of you. Grind it to the kicker gap jump. Even lame grinds will earn over 20,000 points.





If you still haven't gained enough points by hitting all the quarter pipes and funboxes, hit the halfpipe and pull some huge 540 and 720 tricks. Session the pool for a bit with grinds and airs to pick up those last few points.

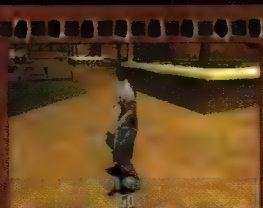
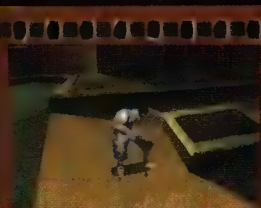
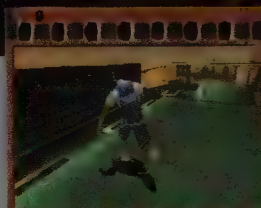


A great route to start for some amazing points after you jump from the awning is to go down the left path towards the swimming pools. Ollie to the right ledge at the top and ride it all the way to the pool area for an incredible score, especially if you ollie in a couple of tricks along the way to raise the multiplier.

Tape 2 - Grind 5 Tables

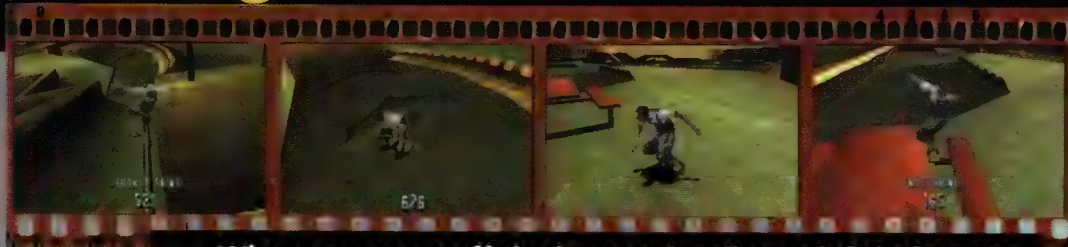
You can easily satisfy the Grind 5 Tables tape requirement at the same time you're collecting the S-K-A-T-E tape as the five letters and five table are all near each other in this large, spread out level. There are several different ways to go about grinding all the lunch tables in one run, more than the sequence that is listed, really it's all up to your imagination and skill level.

Table 1



The first table is right below when you start the level. Just veer off to the left and drop down. If you don't actually land on the table itself you will land very nearby. Tag it and head for the long stair rail heading to all the quarter pipes.

Table ②



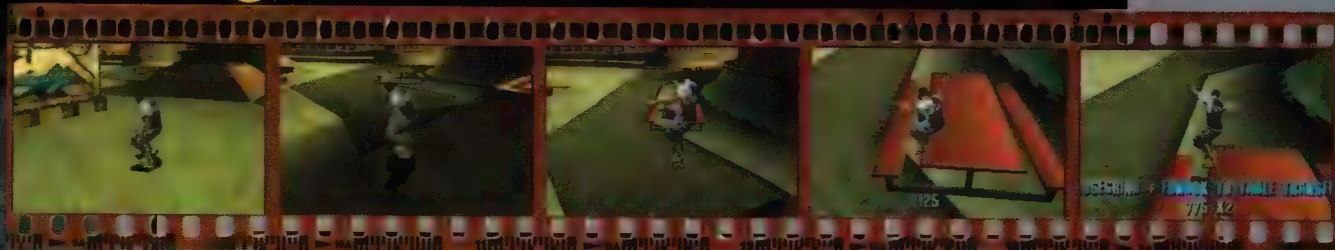
When you come off the long stair rail veer left before the jump ramp to get the second lunch table.

Table ③



You can grind the third and fourth tables in any order. If you're trying to get all the tables and letters at the same time you will want to head for the 4th table next. When just going for the tables tape it's also cool to come off the second table and ollie on to the ledge on the left, ride it to the end and ollie from there over the gap for a big combo and gap bonus. Across the gap is the third table. Another cool way to tag this table is to take the left route to the pools from the starting point. Down the pathway to the pools jump to the left ledge and ride the rail across the gap. On the other side of the rail drop down to the third lunch table.

Table ④



Simply grinding the fourth table at the entrance to the big half-pipe section is an injustice. A real skater would either ollie from the long grind leading up to the table if they had enough speed or they would jump to it from the funbox jump next to it. Both of these techniques will earn some big points especially if you throw in a trick and a spin.

Table 5



The last table is tucked way back in the corner with the pools. Try jumping to it from the ledge behind it for a combo and if you're really a pro you can try to reach it from jumping out of the pool.

Tape 3 - Get S-K-A-T-E

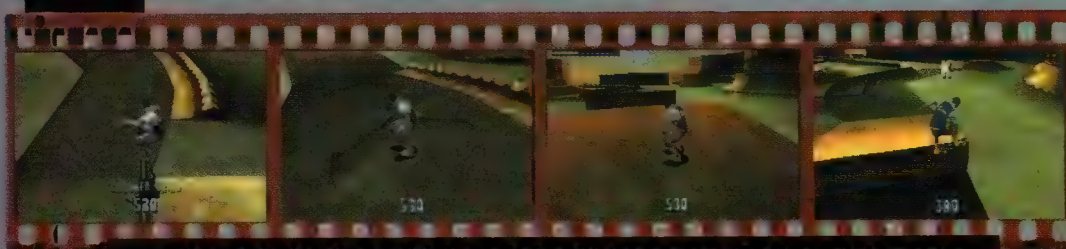
The S-K-A-T-E tape is a snap to get as each letter is lined up perfectly with the last forming a nice flowing line through the course to get them all. You don't have to do any backtracking.

S



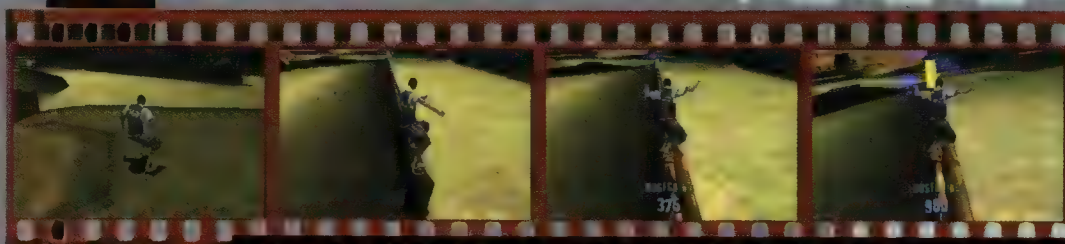
The S is on the long stair rail 2/3 of the way down. For mega points grind the ledge on the left then jump to the rail on the right in time to get the S. Come off the rail to be lined up to jump the kicker gap.

K



The K is in the middle of the kicker gap. Pull a trick and a spin for some combo points.

A



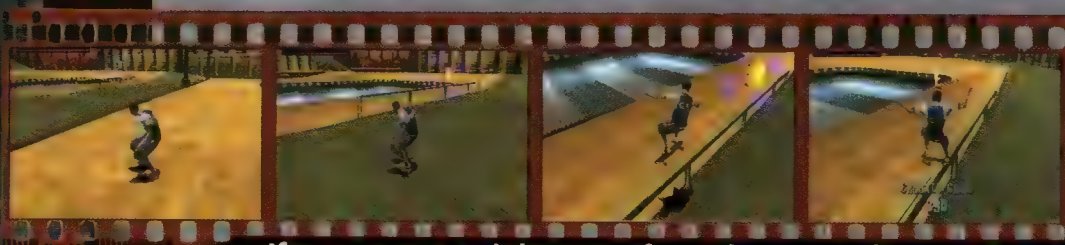
From the kicker gap grind the ridge in front of you and try to jump from it at its end to the next long ridge to grind going to the left. More than halfway down will be the A. For a final touch to this huge combo ollie from this grindable ridge to the lunch table at the end.

T



At the end of the massive halfpipe section you will find the T up at the top of the right side ramp. You actually don't need much air to get it so be sure to not overshoot it.

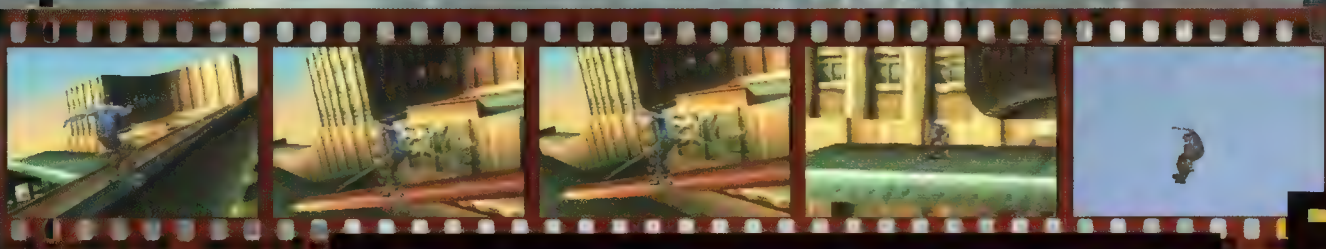
E



If you come straight away from the ramp after grabbing the T you should be lined up to hit the rail between the pools and grab the E.

Tape 4 - Find The Hidden Tape

To get to the hidden tape you're going to have to head up to the roof area. The actual tape is at the end of the awning covering the long stair rail leading to the quarterpipe and ditch area. There are two really good ways to get onto the awning, one is definitely more difficult than the other. The easy way is to jump onto the big air conditioning unit using either ramp and from there hit the rail there leading to the awning by simply riding over it and pressing Triangle. Ollie big at the end of the awning to get the hidden tape. The second method requires you to grind the lip of the quarterpipe that encircles the edge of the roof area. When you get to the rail leading to the awning ollie to it and ride it down. This method gets you a rail to rail combo bonus. There is actually one last way to get to the awning but is very tough to get. You have to jump from roof to roof to the area with the three bonus icons. From there you can use the small ramp to help ollie to the awning. When you reach the awning press down to slow down and stop as to not go over the edge.



There two good ways to get to the awning leading to the secret tape. This is the easier of the two.

Tape 5 - Pro Score 25,000 points

Getting 25,000 points is pretty tough if you don't carefully plan your run and land everything. If the main lines for producing major combos doesn't get you to the score near the end of the run head over to the pool area and pull lots of big airs with multiple spins to get the remaining points you need.

MIAMI

Gaps



A Gimme Gap - 50 Points

Ollie off the end of the awning and grind the right side of the planter. You should be lined up for this at the very start of the level.

B Handicap Rail - 500 Points

Grind all the way from the top all the way to the bottom of the long rail.

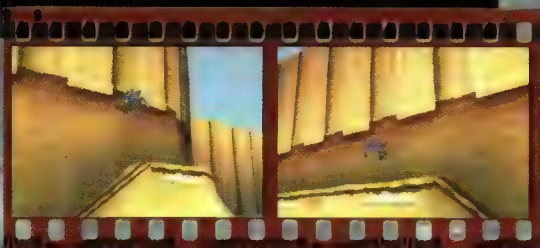
C Rail-To-Rail Transfer - 750 Points

Grind then ollie back and forth between the long rail and the planter edge to the left as you go downhill. If you do it right, you can start at the top of the rail, ollie left and grind, then ollie back right and grind, and get 2 Rail-to-Rail combos AND the Handicap rail.

D Kicker Gap - 100 Points

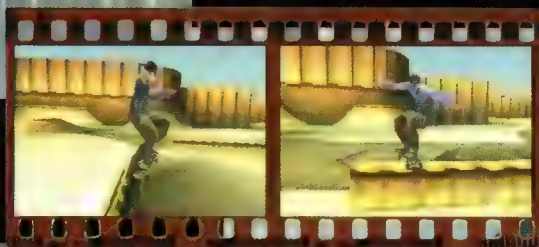
Just jump from ramp to ramp.

E Park Gap - 500 Points



Air over the gap for a quick 500.

F Rail-to-Rail

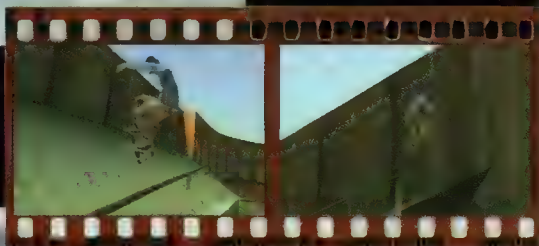


This can only be done by going from the straight rail to the curved rail by the kickers.

G Playground Rail - 500 Points

Grind the top of the wall for a Playground rail bonus.

H Roof Rails



Get up on top of the roof of this building, and grind "up" the angled rails. Ollie off, and land on the lip of the quarter pipe below for a rail-to-rail combo.

I Mini Gap - 250 Points

Mini park gap – air over the gap.

J Funbox-To-Rail Transfer - 250 Points

Ollie off the funbox, and land on the coping of the quarterpipe, for a Funbox-To-Rail Transfer.

K Funbox To Table Transfer - 500 Points

Same thing, but land grinding the bench for a Funbox to Table transfer. Note that landing on the table is not enough –you must grind it.

L Long Ass Rail - 2500 Points

Grind this from one end to the other for a Long Ass Rail bonus

M Huge Rail - 1000 Points

Grind this from one end to the other for a Huge Rail bonus

N Insane Rail To Rail Combos

These are Rail-to-Rail combos, meant to be done as you grind from the pool area, along the top of the park area from right to left. First one: from QP coping down to planter. Second one, from planter to planter, across the corner. Third one, across the ditch – have to be really moving to make that one. This area holds easily the best scoring opportunity in the level: From the start of the level, go left, down the path to the pool, and hang a right. Come to a stop, with the bench to your left. You're pointing right at a wall that angles away from you as it recedes to the left. Skate towards that, wallride up and grind the edge. Follow that along, until you get to the QP section. Ollie off to the right, and continue your grind along the QP, along the half pipe. Ollie off the end of the coping, down onto the ledge of the planter. You should have scored a Huge Rail and a Rail-to-Rail combo bonus. Continue along the rail, and ollie over the gap at the end, and continue your grind along the planter that runs to your left. If you have enough speed, you can ollie over the ditch, and continue your grind. Total points, if you ollie off the rails and do tricks with 180s thrown in, while maintaining the inhuman balance required, and making all the jumps correctly, is upwards of. . you might want to sit down for this: 400,000 points.

O Funbox To Rail Transfer - 250 Points

Another funbox-to-rail transfer – come down the path from start of level, ollie off the 2-way ramp and land grinding the rail.

Hold forward as you ollie out of one of the pools when you have a lot of speed. You'll go sailing across the path – if you make it into the other pool, you'll land a sweet gap bonus.

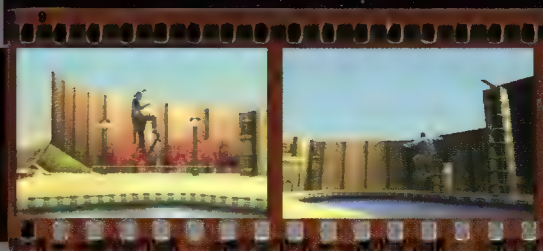
Q Dumpster Rail Gap – 250 Points

Grind up one plank, ollie across the gap, and grind down the other plank.

R Roof 2 Roof

If you get across this gap, you'll get the bonus.

P Swim Team Gap - 1000 Points



S Ditch Slap - 250 Points

Ollie completely over the ditch.

T Rail To Rail

Start the level, go straight down the awning, then turn left. Go past the mini-planters, to the long left-right planter in front of you (the edge with grass that leads up to the big building). Grind going to the right. Ollie across the path that leads down to the pool, and rail grind the other side for a gap bonus.

U Garbage Ollie - 50 Points

Ollie over a dumpster for a quick 50 points.

V Hall Pass - 1000 Points



Go left from the start of the level. Head down the path to the pools, but ollie up onto the left wall. Grind the rail that takes you up and over the path. Ollie off the end of it, fly through the gap in the building, and land grinding the planter edge and you'll score a sweet bonus, made all the sweeter by the combos resulting from the points you picked up on the rail.

W Over The Air Conditioner - 750 Points

Get loads of speed and you might be able to clear the entire airconditioner on the roof of the gym.

X Roof To Awning Gap - 750 Points

First accomplish the roof to roof gap then use the ramp provided to launch to the awning.

Y Over A Footbridge - 1000 Points

Use the launch ramps in the ditch itself to rocket over the bridges. You must clear the entire bridge for the bonus.

Z Planter Gap - 100 Points

Ollie from planter to planter in the first part of the level for multiple bonus points.

MALL

New York

The Mall level is a little bit different in that it is a downhill run with a starting and ending point. You go through the entire mall in one direction. You can of course backtrack but most of the jumps run in one direction. Some huge combos can be achieved on this level with enough speed and the right lines.

TIPS FROM TONY

Favorite Line:

Hit the first quarterpipe then grind the long rail before the escalator. Jump the fountain through the tunnel. I also like to jump the big stairs from the little quarter pipe at the top.



Lining up for the jump through the tunnel in the fountain is tough. It's really easy to over-compensate.



These are some of the biggest sets of stairs in the game. Can you jump them with as much style as Tony himself?

Favorite Individual Spot:

Grinding the hanging rods over the big fountain.

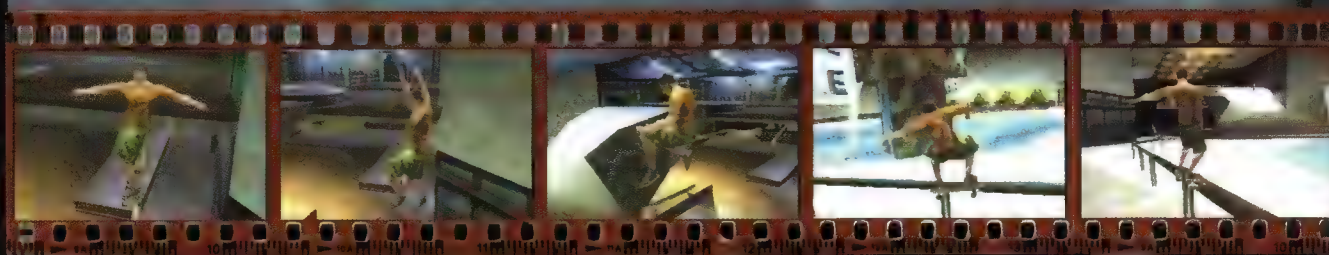


The trick with the hanging rods above the water hazard, besides getting to them, is to jump between them a few times, a skill necessary to reach the hidden tape for this level.

Tape 1 - High Score 10,000 points

Since there are some massive combo opportunities in the Mall hitting just one or two can be enough to push your score above the 10,000 mark.

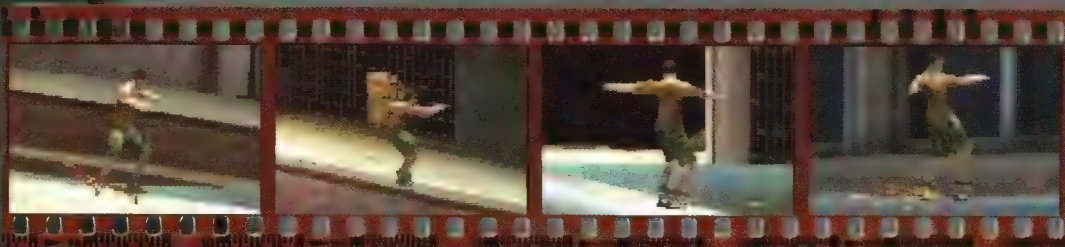
The first floor by the starting point has lots of planters to grind, but you will want to head upstairs for the big combos. Up the first escalator you can take one of three main routes. There are two flagpoles, one to the left and another to the right. Plus, there is a center route leading to a jump through the center of the fountain.



When you take the left flagpole either ollie and trick to it or simply ride over and press Triangle. After you run the length of it, ollie off and throw a spin or two with a grab on your way down. With enough speed you will reach the rail below. If you run the length of it you can get the Coffee Grind bonus. Trick out of the grind for another multiplier at the end.



From the top of the first escalator you can also take the right flagpole to hit the long planter below. This way you can be lined up for the car jump and balcony jump to the high rails above the water hazard. You'll want to hit this next section if you don't have the High Score after that first bit.

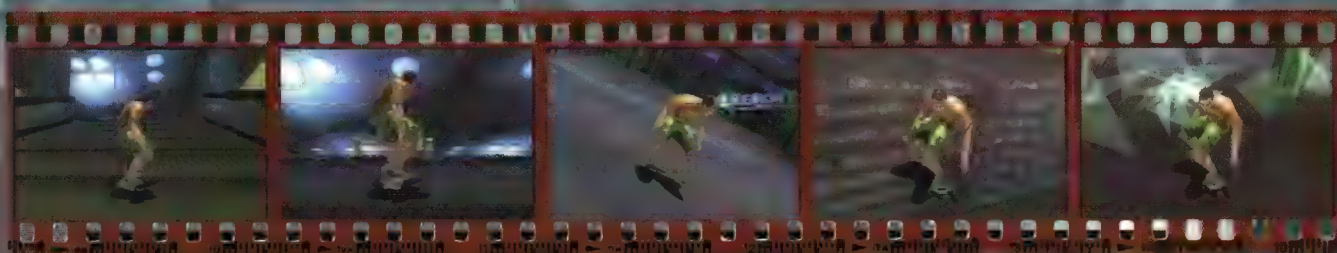


If you still don't have the High Score by the time you get half way through make use of the several ledges that line the remaining route. They are long and easy to combo several types of slides together along with small tricks.

Tape 2 - Break 5 Directories

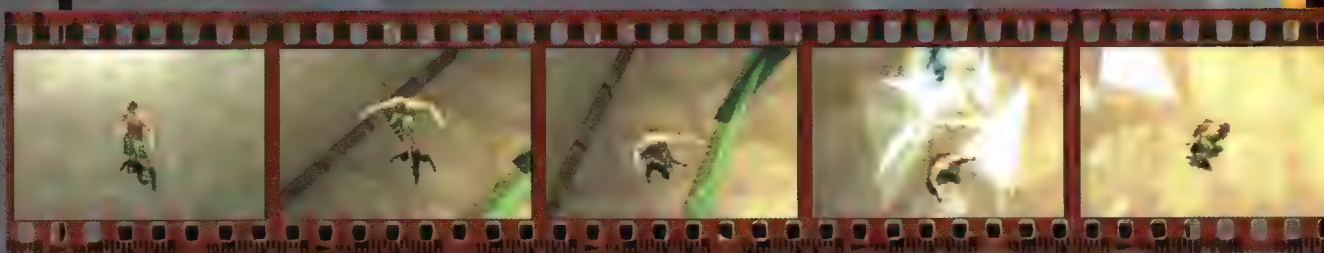
This is the easiest of the tapes to get for this level. Just smash through a bunch of mall directories that are in plain sight. They are actually laid out in such a way as to follow some very good lines so you should at least try for the High Point Tape while you're crashing through directories.

Directory ①



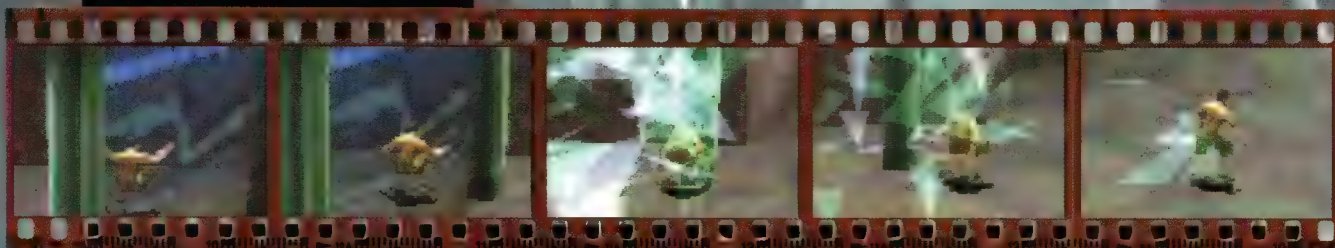
Find the first directory at the top of the first escalator. It's right on the way to several of the level's more spectacular combos lines.

Directory ②



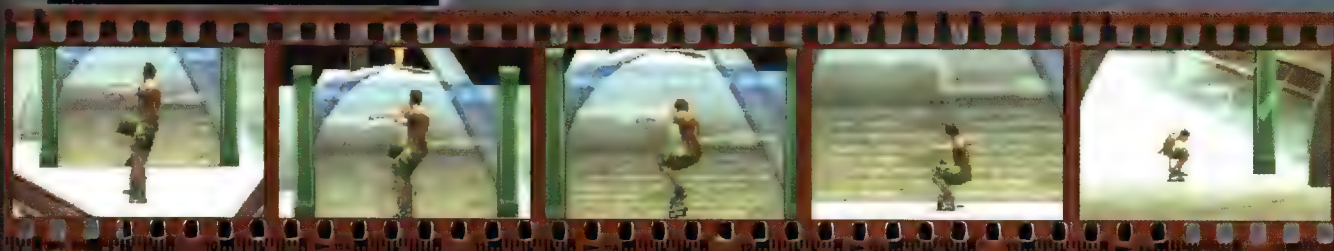
There are two ways to go about reaching then smashing the second directory. The first is if you take the middle line from the 2nd floor balcony by the first directory through the fountain and across to the next 2nd floor balcony and through the directory. The second way to do it if you happen to blow it or take one of the other lines from the 2nd floor balcony is to take the second escalator in the mall going up. Follow the balcony around to the directory.

Directory ③



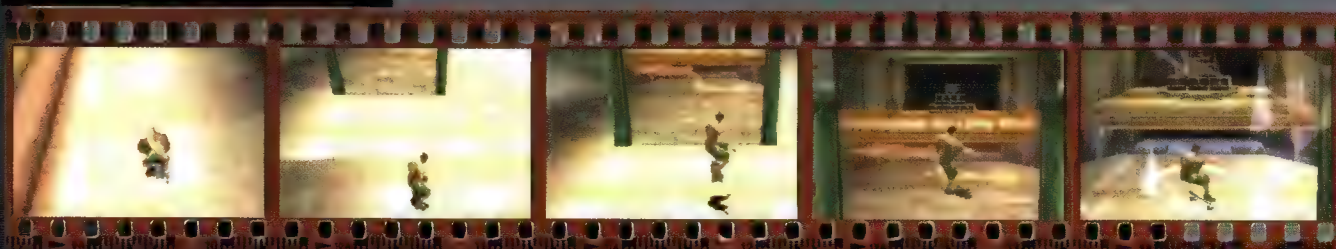
The third sign is on the left side of the walkway past water hazard with the two rails over it and before the long stairs going down. To the directory's left is a jump ramp that you want to avoid if you want to crash through the directory. After going through the directory you will be lined up to take the massive escalator jump or grind the rail if you like.

Directory ④



Just a bit further down the main corridor you will come to some sculptural rails on a planter box. At the front of the rails is the 4th directory. It requires an ollie to get to but once through you can try for one of the rails or both.

Directory ⑤

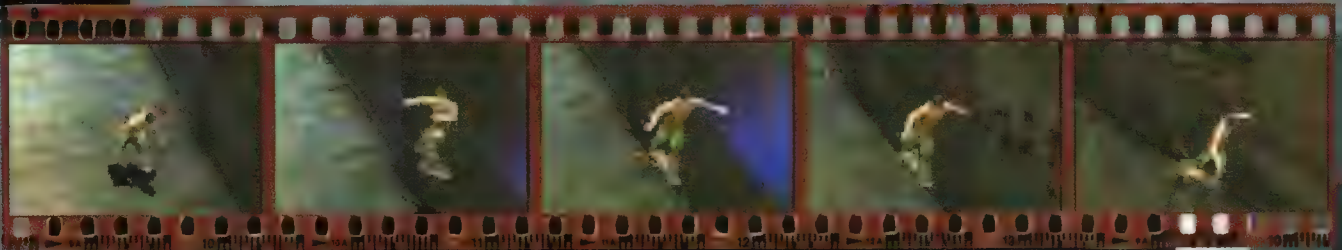


After going outside jump the water hazard and smash through the last directory straight ahead, blocking the way to the parking garage. Piece of cake!

Tape 3 - spell S-K-A-T-E

The letters to spell skate can be grabbed in order and are for the most part pretty easy to get so naturally this will be one of the first tapes you get for this level. It is also possible to get the tapes for the High and Pro scores along this route as there are several spots to make some huge combos happen.

S



The S is easy to grab when you hit the left rail on the final ramp down from the start. After you come off the rail with the letter you will be lined up to hit the escalator to the second floor.

K



The K is along the right planter ledge after the starting ramps, right of the large fountain. To grab the letter like a pro go up the second floor using the first escalator and grind the right flag pool and ollie from it to the planter ledge below with several spinning kick tricks thrown in-between.

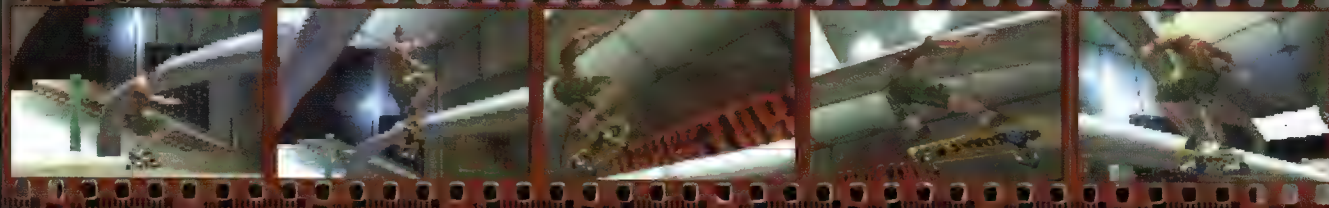
NEW YORK

A



The A is in plain view on the left rail slide over the water hazard after the route through the mall descends a floor. For a killer combo try jumping from the right rail to the left before the letter.

T



The T is in the middle of the sculptural rail where you find the 4th directory. Take the lower rail to ensure that you get the letter but you can ollie to grab it as well.

E



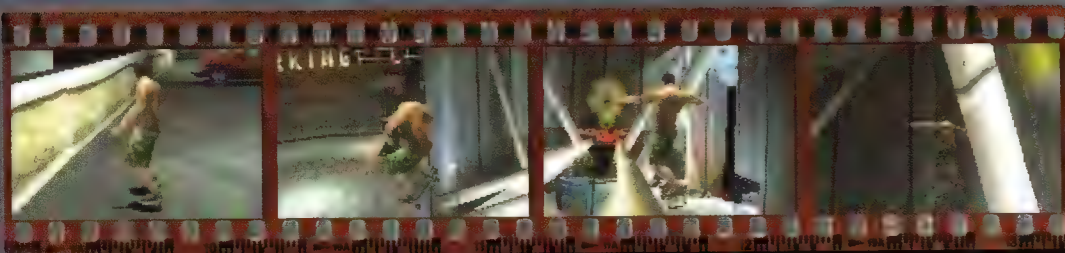
The E is hanging midair above the water hazard in the mall's only outside area. There is a nice bump to catch some air on before the hazard so use it and throw in some tricks for style.

Tape 4 - Find The Hidden Tape

The hidden tape can be tough to get to on this level. It lies between two high hanging rails way above the water hazard where the letter A is located. To jump to either high rail you have to launch almost blindly from one of two spots. The easier of the two is along the right wall, (above and before the hazard) with the jump over the car. Either clear the car or avoid it but just be sure to have good line that you know will intersect the two rails when you ollie off the jump at the end of the walkway. If you're really daring, ollie the length of the rail running along the left of the walkway and jump from it to the high rail.

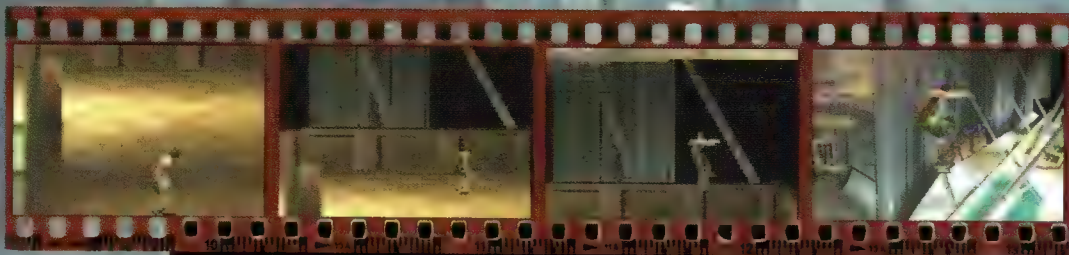
The hardest way to get there is from the second balcony, but that will get you a gap bonus. Get up to the second balcony by either using the route through the fountain or by taking the second escalator. You will need a lot of speed to clear the ledge and make it across the massive gap to the high hanging light fixtures. When you start your run you need to be back by the second directory.

Once you get to the rail it will be a long haul until you reach the end and the hidden tape. As well since the tape is located between the rails you should jump between them at the tape to ensure you get it. If there's enough time try dropping and giving a quick grind to the rails below.



The Hidden Tape for this level is tricky to grab in that it is located between the two high-hanging rails. To grab it you have to ollie between them at just the right moment.

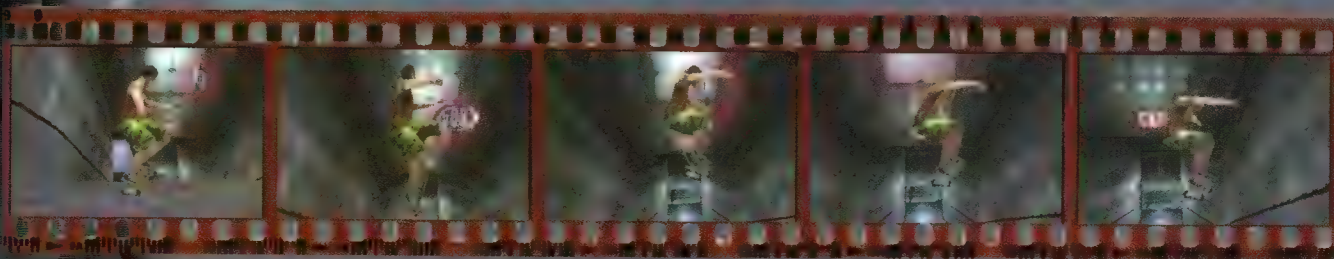
The easiest way to hit the high rails and the hidden tape is to take the right route, over the car and off the ramp at the end.



The second and far more difficult way to get the hidden tape is to ollie from the second 2nd floor balcony. Reach it by either jumping through the fountain, or going up the second escalator. You're going to need massive amounts of speed to make it. If you do, you will not only ride some long rails, and collect the hidden tape but you'll also get a big gap bonus. Be sure to bust the high scoring tricks if you can handle this line.

Tape 5 - Pro Score 30,000 points

You have two choices for big points that will put you over the top. If you're close to 30,000 by the time you reach the last set of stairs to the parking garage you'll have a shot at getting the Pro Score. Continue forward and fastplant at the top of the stairs, pick up the bottom 500 point bonus, and either clear the stairs completely (if you're REALLY going fast), or land on one of the rails on either side and grind to complete the combo. This is only good for maybe 2,000 (on the safe side) so you should only try this if you are really close. Also, if you don't score enough points, or you bail, you're at the end of the level, and have to skate up the ramp on either side before you can score points, and with very little time on the clock - not a good thing.



If you reached this point and don't have quite the points you need for the Pro Score then you can try to jump the stairs with a fastplant and a whole lot of speed to give you those extra points.

If you need more points, or don't feel like risking it, then you can turn around after smashing the fifth directory and work the Atrium for points. The best way if you have a vert skater is to work the quarter pipes at either end. They're angled a bit, so you have to steer in between, but you can get good speed and air for big tricks. If you have a street skater, or feel like trying your luck, there is a sweet rail bonus for grinding the edges of the atrium all the way from one end to the other. Head up one of the quarter pipes at either end, and instead of catching air, ollie up onto the coping. Grind all the way down, and be sure to ollie and throw in some extra tricks to work up the multiplier. At the far end, you'll see the "For the whole atrium" gap added to your score. Ollie off to the side so you land back in the atrium, and throw one more 180 kick trick into the string for good measure. You can swipe 10,000 points with a good run using this method.



If you need more points than can be earned by jumping the final set of stairs return to the Atrium to work the transitions there until the clock runs out.

NEW YORK

Gaps



A Planter Gap – 100 Points

Ollie between the several planters, or grind the edges and ollie between grinds.

B Fountain Gap – 250 Points

Gap between sculptures and fountain. Either direction, both ends.



C Coffee Grind – 1000 Points

Grind the whole rail outside the Trash Core café.

D Rail Combo – 500 Points

Grind either flagpole, ollie off the end, and land on the rail down in the atrium. Particularly useful for comboing with the coffee grind and a special grind.

E Over A 16 Stair Set – 250 Points

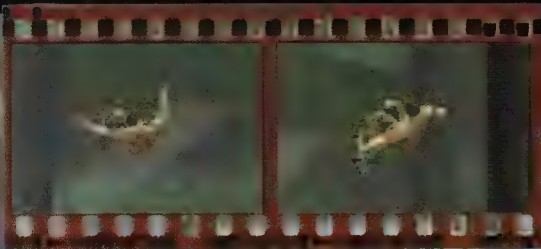
Ollie over the stairs. You must not touch the ground or rail, but must soar completely over the steps.

F The Flying Leap – 100 Points

Jump off the far end of this upstairs section. It doesn't matter where or how you land – you get credit just for jumping down 3 stories.

G

Going Up Gap – 250 Points



Air across the gap behind the elevator.

H

Going Down Gap – 250 Points

Same thing, other escalator.

I

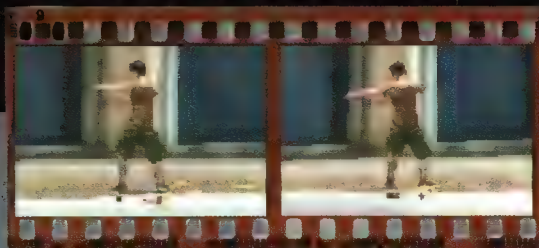
Escalator Gap – 500 Points

Similar to Gap "E" – you must air completely over the escalator, without touching a rail or touch the ground.

J

For The Whole Atrium - 500 Points

Grind the coping along either side of the atrium from one end to the other.



K

Over A Huge 32 Stair Gap – 2000 Points

Ollie at the top of the stairs, from the lower level, and clear the stairs completely.

L

32 Steps off A Mezzanine – 2500 Points

Bigger points for doing it from upstairs. You must clear the stairs completely.

WINDY CITY SLAM

Chicago

This is your basic indoor skatepark with loads of surfaces to shred and all without worry of the elements. There are no tapes to find or earn in this level as you have reached your very first skate contest, The Windy City Jam. You get three one minute runs to get as high a judged score as you possibly can. The five contest judges will rate you on the variety and difficulty of the tricks, and you will be penalized for bailing. Of the judges five scores the highest and lowest scores are thrown out and the remaining three are averaged for a final score for that run. The worst score of the three runs is also thrown out and the two remaining are added together for a final score in the competition. Only the top three scores earn the medals. You need to earn scores in the 90s to have a chance of winning the gold. The other competitors will usually achieve scores in the 80's and lower, except it seems there is always one skater who will score around 90 or 91 each run but never more than that. If you're getting 95's then the gold is as good as yours.

TIPS FROM TONY

Favorite Line:

Nosegrind to 5-0 on the two-level ledge in the beginning then jump the channel to the halfpipe.



This line is one of the most obvious in the game but it is also one of the most fun.

Favorite Individual Spot: The bowl.



Tony's favorite individual spot for this level is the bowl which is great for honing your vert skills.

High Scoring Lines: Putting Together A Perfect Run

Remember that doing well in all of the competitions doesn't necessarily depend on the score earned for pulling off tricks and combos. You may have scored massive points with a couple of tricks but then not have fared too well with the judges because you fell several times. It is more important to be consistent than take too many crazy chances and risking a bail. You need to put together a perfect run that will give you the most points in the least amount of time and to really please the judges you absolutely cannot fall. Your run needs to have a line that flows from trick to trick and spot to spot, and take advantage of all the major combo and gap bonus opportunities the level has to offer. The following are some suggestions on one possible run that will get your gold but there are plenty of others to develop on your own. Also important is to keep your Special Move meter glowing yellow and to pull off at least a few signature moves during your runs in each competition.



From the starting point take advantage of the high/low double rail opportunity in front of you for your first combo. Be sure to be pressing X when the competition starts to be able to ollie high enough to get up on the rail when you get to it.



From the rail hit the small quarter pipe and use it to transfer into the large halfpipe with a 540 grab trick of some kind like a Rocket Air. Once in the halfpipe hit a couple more grabs, each of them different until your special move meter is full. Pull off a couple of your special moves then transfer out of the halfpipe towards the box.



After grinding the box or jumping completely over it for the Over The Box gap bonus hit the quarterpipe against the wall and pull off another trick to build up your speed. Come off the quarterpipe, grind the box again and press up and ollie at the lip of the large quarterpipe and go for the Rafter Rail Bonus. When you ollie down from the rafters throw in several spins to raise the multiplier even higher.



Back on the ground use the halfpipe to get to the upper walkway. From there skate along the back wall and ollie with a trick and a spin into the pool for the Acid Drop bonus. Session the pool with a couple tricks to get lined up for the hip bonus the launch back out of the pool back to upper walkway for the Pool 2 Walkway gap bonus.

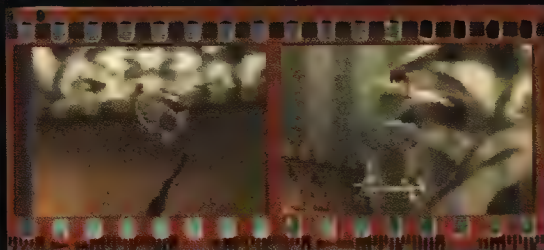


With the time left get over to the double metal rails and grind them in combination with some kick tricks then hit the quarterpipe in the corner with a grab you haven't used yet to build up speed then ollie the entire length of the double metal rails box for the Whoop Gap Bonus.

Gaps



A Transfer - 200 Points



Press up at the top of the quarterpipe to clear the spine into the halfpipe for a transfer bonus.

C Whoop Gap - 1000 Points

Get some speed buy pulling a trick on the quarterpipe in the back corner then ollie the entire two rail box lengthways.

B Acid Drop - 1000 Points

Get up to the walkway along the back of the room using the halfpipe then ollie from there into the pool with a good line and some speed. Try pulling a Varial along the way.

D Pool Rail Transfer - 1000 Points

Jump from inside the pool onto either of the elevated rails or jump from inside the pool and grind the edge of the quarter pipe that is in the corner.

Completely ollie the box with the rail slide in the left corner of the room. It can be jumped from different angles for the bonus.

E Over The Rafters - 2000 Points

Get even more speed than what it takes to reach Rafter Rail by hitting the rail in between the quarterpipe along the front room and the larger quarterpipe butted against the halfpipe each time you pass it. With your speed built up press up at the lip of the larger quarterpipe and sometimes you can clear the rafters completely.

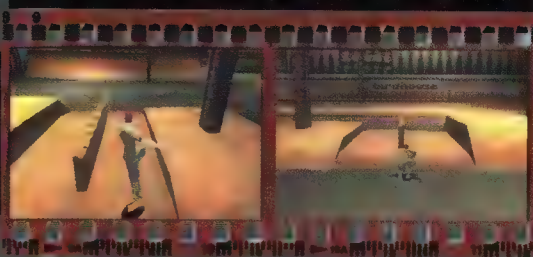
F Pool Hip - 500 Points



G Pool 2 Walkway - 700 Points

This is basically the reverse of the Acid Drop where you press up at the lip of the backside of the pool with enough speed to make it all the way to the walkway.

H Over The Box - 100 Points



I Over The Pipe - 700 Points

Like the Rafter Rail you will need loads of speed to hit the quarterpipe and launch over the spine and all the way across to the opposite deck of the halfpipe. When you make it across you will also get the transfer bonus.

Press up when you ollie at the lip of the pool on either side of the pool's hip toy jump over it and back into the pool on the other side. Watch for the pole and you will still get the bonus points if you clear the other side of the pool.

J HP Transfer - 250 Points

This is the easy transfer from the small quarterpipe into the halfpipe.

K

Rafter Rail - 1000 Points

Get gobs of speed by hitting the rail and sessioning on the quarterpipes and when going fast enough press up when you ollie from the large quarterpipe to transfer into the halfpipe. If you are going fast enough you can land on and grind the girders. Ollie to different parts of the girders for multiple grinds. Try to grind the length of the girders to all the way over the pool but you'll have to ollie over the rafters. You can also handplant on the rafters. You will also get the Transfer bonus.

L

Pipe 2 Box Grind - 1000 Points

Jump out of the halfpipe onto the small wall in the middle of the funbox or grind the edges of the funbox.

M

Light Grind - 500 Points

Get almost as much speed as you needed for the Rafter Rail and hit the light hanging below it in a grind.

N

Walkway Rail Transfer - 700 Points



Get up to the walkway above the double metal rails and ollie from the walkway and land in a grind on either rail.

CHICAGO

DOWNTOWN

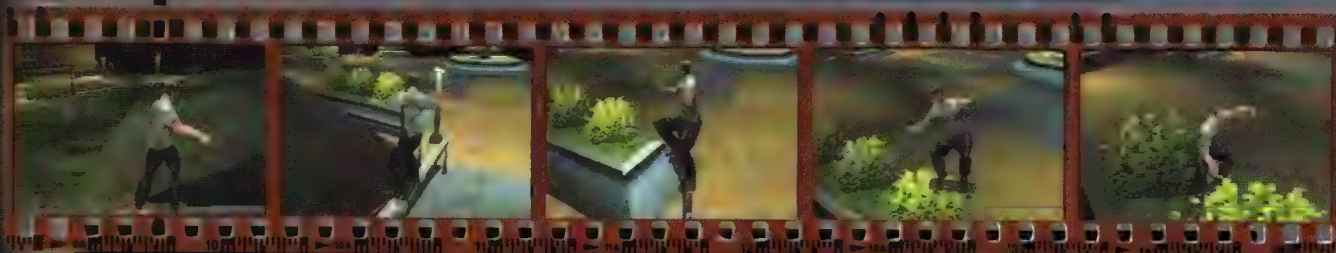
Minneapolis

For this level it's a session at midnight with wide open, empty streets except for the speeding taxicabs which will not hesitate to run you down. They will let you know they are coming with their horn, so clear out when you hear one. The scale of this level is huge. It covers three whole blocks of downtown Minneapolis. There are huge jump ramps lining the streets, and the fountain area is epic with lots of rail combo possibilities. Secret areas are plentiful, and there's even access to the roofs of some buildings. It is actually easier to get all the tapes in one run than other levels as objectives are lined up one after the next from the starting point.

TIPS FROM TONY

Favorite Line:

Grinding then transferring to other rails or ledges and going into different grinds in the area surrounding the fountain.



Some of the most fun can be had working different lines with the rails in the park area by the fountain.

Favorite Individual Spot:

Grinding the rails between wedge ramps.



Tape 1 - High Score 15,000 points

With all the possibilities for rail combos in the park area the 15,000 point tape is a snap to earn. But for some variety you may also want to take a run around the park area hitting all the jumps to rails and bus stops. There are also several other point-earning possibilities around to shred if you are having trouble getting your points high enough in the park.



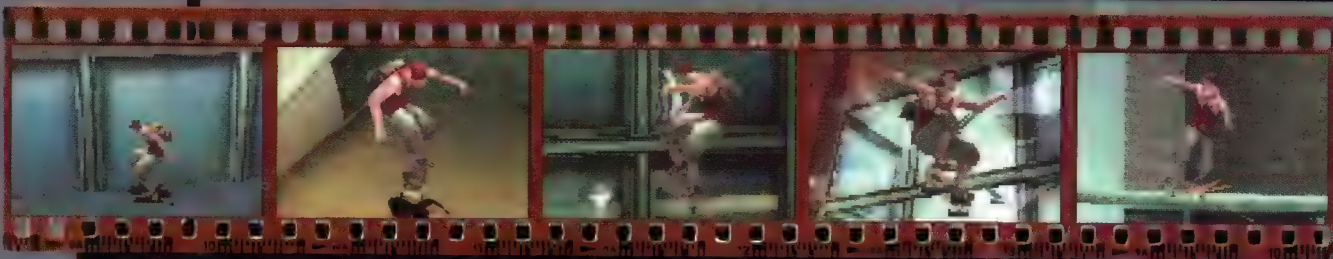
This is just one of many grind to grind combos possible in the park area. Rails are everywhere and there are plenty of planters and slanted walls from which to jump.



Along the back of the park is a giant quarterpipe to get some big grab tricks and spins. Bust your largest trick in from of the videoscreen and if you get high enough you'll pick up the 500 point bonus icon.



There are a couple of opportunities for creating some nice combos jumping from the various ramps to the different rails on the billboards.



In the back of the level you'll find an office building you can smash through. Inside you will find a 500 point bonus icon. From the second floor you can ollie through the windows on the left and right to reach two more 500 point bonus icons. Did you notice the hanging rail inside? You can actually ollie to this rail and slide around and ollie to a second rail in the front of the building for another few thousand points.



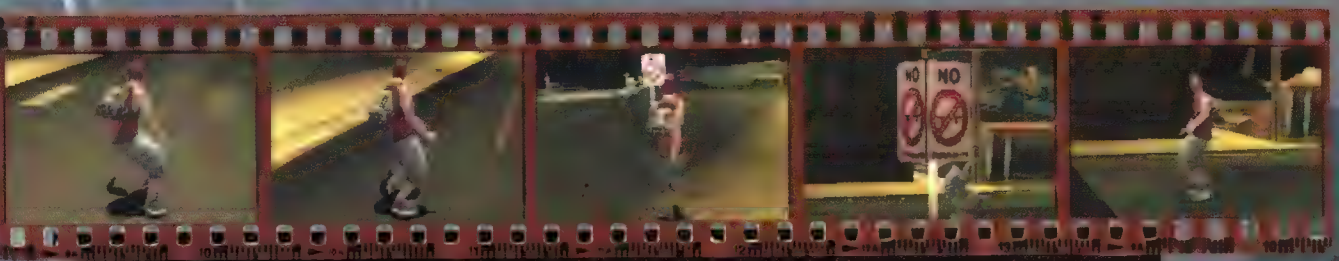
Down in the construction area is another ramp to billboard rail. Combine the jump and grind with a spin and a kick or grab trick and you'll be awarded a nice bit of points.



Tape 2 - Break 5 No Skating Signs

If you were to draw lines between the locations of the letters to spell SKATE and the No Skating Signs they would make a nice counterclockwise spiral through the level.

No Skating Sign ①



From the starting point, grab the letter S from the rail on the billboard and cross the intersection diagonally into the park where you will hit the first No Skating Sign. Work the rails on the left and right before and after you take out the sign then head towards the fountain and the letter K.

No Skating Sign ②



Veer left after pulling a trick over the fountain and head out of the park using the pathway. The second No Skating Sign will be in the middle of the path. Ollie from the planter box to the outside ledge as you're leaving for a Wimpy Gap bonus.

No Skating Sign ③



The third No Skating Sign is on top of the platform between the large quarterpipes lining the corner. Press up at the lip of either quarterpipe and ride the deck until you crash through the sign in the center. Grind the rail as you exit out towards the street.

No Skating Sign ④



Before you go and grab the fourth No Skating Sign, you should hit the ramp on the left to reach the high rail and the letter E. Ollie down from the rail, hit the No Skating Sign and continue up the street.

No Skating Sign ⑤



After getting the letter A hanging in the air above the quarterpipe, head to the front of the office building to hit the fifth and final No Skating Sign. You should still have at least a minute left on the clock at this point, plenty of time to get to the tunnel leading to the roof with the letter T and the Hidden Tape.

Tape 3 - spell S-K-A-T-E

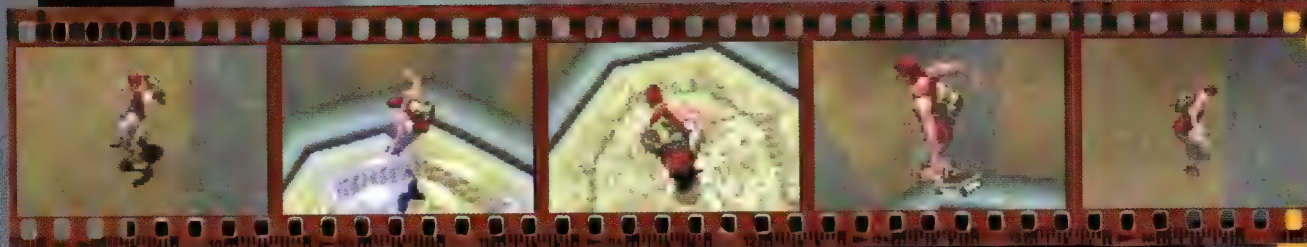
You can pick up the letters to spell SKATE in order that the word is spelled but it is much more efficient to grab them as you go around hitting the No Skateboarding Signs.

S



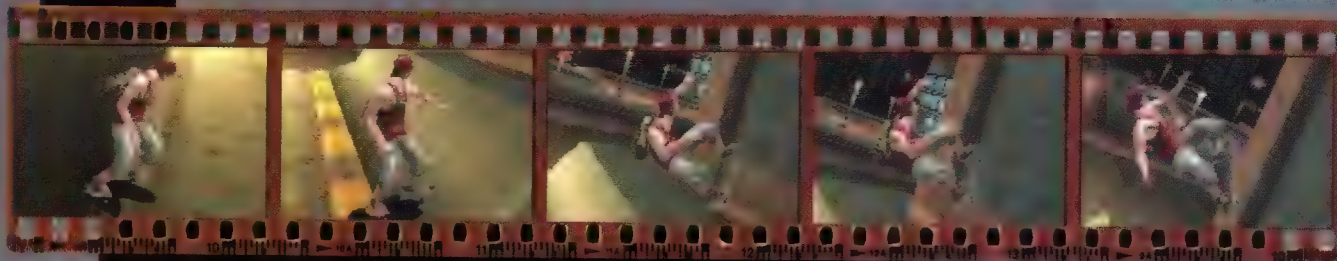
Grab the S at the start of the level by using the kicker ramp to get to the ledge for the Kicker 2 Ledge bonus. From there ollie to the rail on the billboard. Ollie again at the end of the rail to get the letter. For the big points get the S with style by doing a kick trick from the kicker ramp and land in a grind on the edge of the ledge then ollie with a kick trick and 180 to the rail on the billboard. From there ollie to grab the letter. With enough speed you can make it all the way to the launch ramp at the edge of the construction area for yet another grind along its top. Trick and spin into and out of that last grind to send your points through the roof. It is also possible to ollie to and grind the traffic signal pole.

K



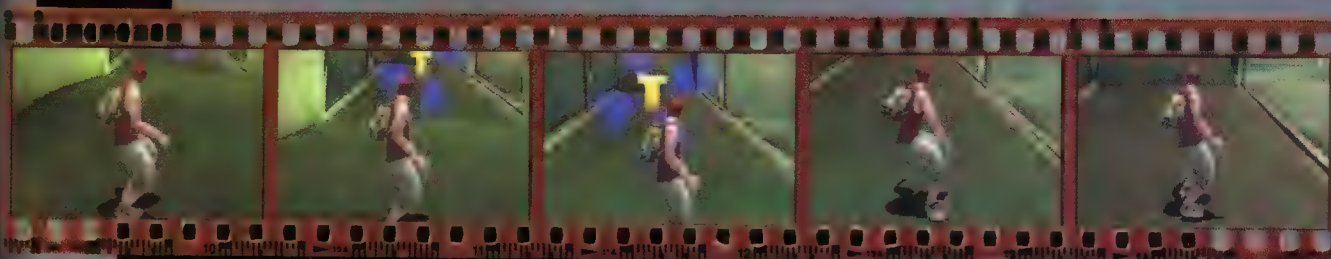
The letter K is an easy grab hovering above the fountain in the middle of the park area. Pull a nice grab with a 360 spin to maximize the air you get from the fountain.

A



The letter A should be the second to the last letter you grab. It is easy enough with only some air required to snag it from its perch above the quarterpipe in the back of the level.

T



The last letter in the sequence will be the letter T. It is found in the tunnel leading to the roof. To get there, use the empty car transport to the right of the letter A. Launch through a window into the tunnel and follow it around to reach the letter T and the roof.

E



The third letter to grab in the sequence is perhaps the toughest. If you miss it, you will end up at the point you started the level. The E lies on the high rail running between the buildings across from the fourth No Skating Sign. To reach the rail there are two ramps on either side of it. After you break the third No Skating Sign, you need to gain speed as you come up the street. Ollie from the ramp on the left before the rail at an angle that will put you on the rail. Land in a grind and stay balanced until you slide through the E.

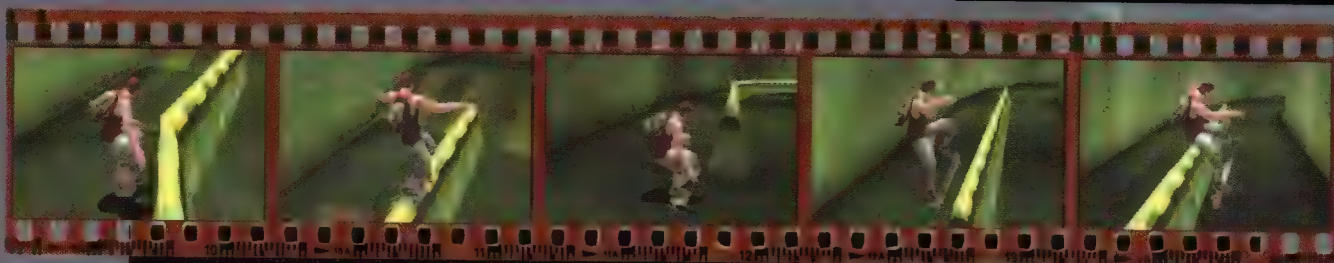
Tape 4 - Find The Hidden Tape

To get to the hidden tape requires you to first find the route to the roof. Find the corner by the office right of the location of the letter A. Use the empty car transport to ollie through the window in the building and into a hidden tunnel. Follow the tunnel around and try to ollie onto and grind the cement barriers. With enough speed you can ollie from one to the next. The tunnel will let you out onto the roof. There you will find a greenhouse and nice bowl to work. On two sides of the bowl you'll find ramps leading out. From the direction you entered the bowl the left jump leads to another roof with a pool on it and the hidden tape is hanging in the gap between. Before you make the jump, session the bowl a bit to get some speed. When you go for it, make sure you're perfectly lined up to intersect the hidden tape.



Use this empty car transport as a ramp to reach a hidden tunnel.

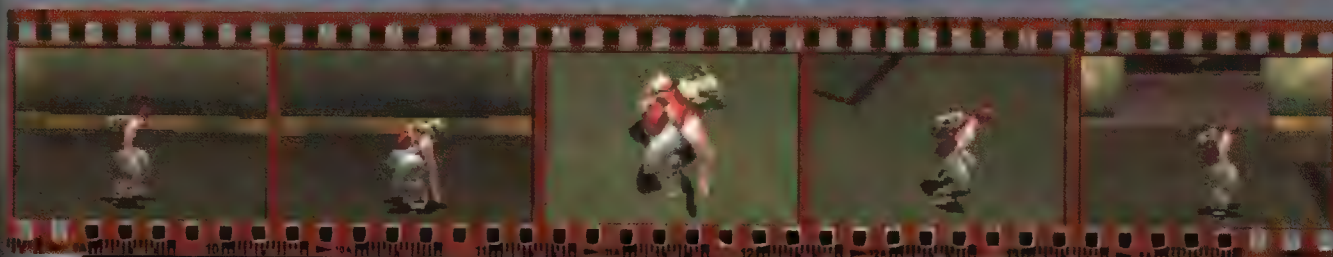
MINNEAPOLIS



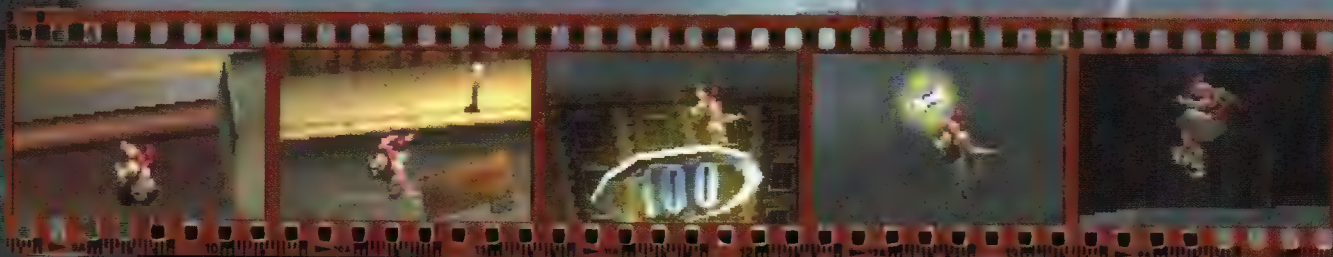
Grind the cement barriers for some extra points as you navigate the passage out to the roof.



On the roof there are several things to note including the greenhouse, the launch ramp to a secret room and the large bowl.



Enter the bowl and work it to gain some speed before making the leap.



With enough speed built up, use the ramp provided to launch across the gap between the two buildings for the Roof 2 Roof bonus and grab the hidden tape.

Tape 5 - Pro Score 40,000 points

This score is going to be very tough to beat. You have to make all your tricks count and you cannot have any costly errors. The big key to earning this tape is going to be the amount of combos you can put together with your grinds as well as using some high scoring signature moves when your special meter is full. Hit the first combo that goes from the kicker to the ledge grind to the rail grind on the billboard (where the letter S is) to the grind on the ramp at the end of the construction zone. You can earn 11,000 points or more if you do this one right. Head to the park and just jump from rail to rail to build up those multipliers. Once up to about 30,000 head up to the roof, hitting all the big jumps and rails along the way. By the time you get up there you should be at 35,000 or more. Now just session the bowl with any grabs you haven't used, combining them with 540 spins then either launch to the next roof for the Roof 2 Roof bonus or launch to the billboard above the construction zone using the ramps provided. If you still don't have enough points when you reach the second roof, session the pool there and ollie out of it to the rails positioned around it for more bonuses.



If you're running out of time and you're on the roof, ollie out of the pool to the various rails strategically arranged around it.

Gaps

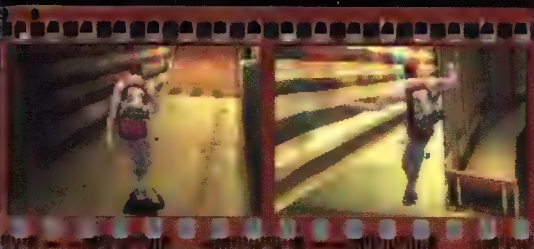


A Car Ollie - 100 Points

Get a load of speed and ollie an entire car!

Ollie from ramp to ramp over the back of the truck for the Trick Gap bonus. You have to land on the other ramp and not the street to earn the bonus.

B Truck Gap - 250 Points



C Wimpy Gap - 250 Points

In the park area surrounding the fountain use the planters to ollie out of the park past the ledge.

D Cheesy Deck Gap/Deck Gap - 50/250 Points

Clear the deck all the way to the other side. Clearing the narrow portion of the deck which is very easy gives you only 50 points but clear the wide section and you'll get the real Deck Gap bonus.

E Rail 2 Rail Transfer - 750 Points

This sick move has you getting loads of speed and then grinding one rail then pop an ollie over to the second rail and land in a grind. Put a trick and a spin in between and you can get a decent score out of this gap.

F Dirty Rail - 3000 Points

Jump from the last ramp in the construction area to the left long handrail that goes down into the park area with the fountain. This one's very difficult but the reward is great. Just get insane speed and a character with a good ollie rating to even have a chance. This bonus can also be earned by jumping from the roofs of both buildings, which is why it's marked on the map three times.

G BS Grind - 200 Points



Every where there is a kicker that will put into a grind on the top of a bus stop will give you this bonus.

H Kicker Gap - 100 Points

A simple little ramp that is easy to clear. Just take it straight for the bonus.

I Kicker 2 Street - 100 Points

These jumps are a great short cut to the backstreets and they give you a gap bonus as well!

J Billboard Grind - 500 Points

From the roof area with the large bowl ollie out the side of the bowl and land on the rail under the big video wall.

K**Kicker 2 Edge - 100 Points**

Use the kicker ramps in the alley to get to the edge of the ledge for a grind. These make great combo starters as there are lots of possibilities once you get on the ledge depending on your direction of travel.

L**Transfer - 200 Points**

Press up at the lip when you ollie to transfer into the other side of the quarterpipe area.

M**Glass Gap - 750 Points**

Ollie over the top plateau outside the office, clearing it entirely as you go through the glass for the bonus.

N**Big Ass - 1500 Points**

Get loads of speed and ollie over both plateaus leading up to the office and go through the glass.

O**Sucky Room Gap - 1500 Points**

Use the kicker ramp on the roof by greenhouse to launch across the street and through the glass of the sucky room. To have enough speed you should session in the bowl a bit then exit using the ramp, but do not ollie out towards the greenhouse. Get lined up for the jump and ollie at the last minute.

P**Secret Tunnel Entrance - 500 Points**

Use the large ramp to put yourself through the window of the secret tunnel to get the bonus.

Q Tunnel Gap - 1000 Points

Almost the same as the Secret Tunnel Entrance only with enough speed to put you out through the other end without ever landing in the tunnel.

R Roof 2 Roof - 2000 Points

Session in the bowl on the roof to get up speed then launch out the side using the ramp provided to reach the second roof.

S T 2 T Gap - 500 Points

Use the empty car carrier to jump into the secret tunnel through the glass for the gap bonus.

T Over The Tunnel - 2000 Points

This one is almost impossible but with enough speed you can use the large kicker ramp to put yourself over the secret tunnel.

U Death Grind - 2000 Points

Jump off the roof (without the greenhouse) from the ramp in the corner onto a rail in the business park area. The easiest way to do this is to use the rail on the rooftop that leads you straight into the ramp, then turn a little to the left when you hit the ramp.

V BS Gap - 500 Points

Jump over a bus stop from a ramp on either side

W Burly Deck Gap - 2500 Points

Clear the wide part of the patio area. This is the low deck where the road comes to a "V". You'll need to get a lot of speed from the quarterpipe on the other side of the street.

DOWNHILL JAM

Phoenix

This is by far the most challenging of all the game's levels. This can really be a nightmare to get all the tapes no matter how many times you try and only Yoda could get all five tapes in a single run. There are quite a few areas in which there is little or no room for error. The key to success is learning to loosen up. You can't fight the hill – you have to learn to work it into your run. If you find yourself past a point and you need to go back uphill, do so smoothly. If you steer too abruptly, you might hit a bump and bail, and fly even further down the hill. It's key to loosen up, and let the skater flow with the level.

TIPS FROM TONY

Favorite Line:

Grind the raised rails and ollie off into a grind on the mini-spine, then go for the huge rail over the death gap. Also try to hit the rail that goes over the beginning of the halfpipe so that you're set up to get the special tape on the triple-rail podium.



The huge water hazard gap which Tony likes to refer to as the Death Gap can be ollied for mega points.

Favorite Individual Spot:

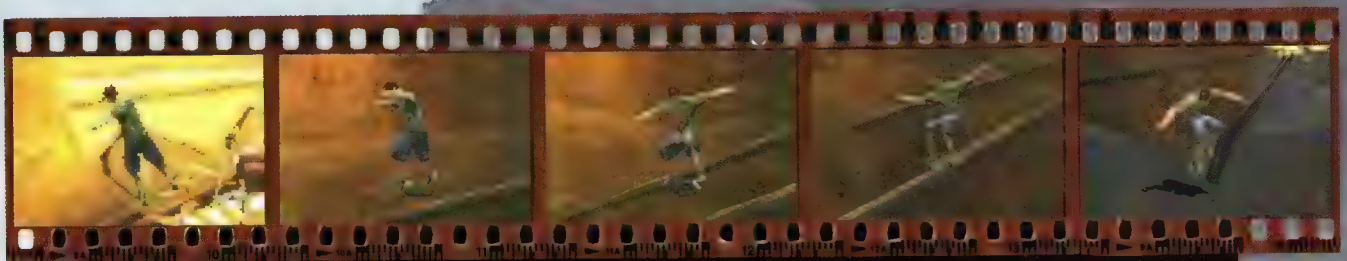
The high rails in the beginning.



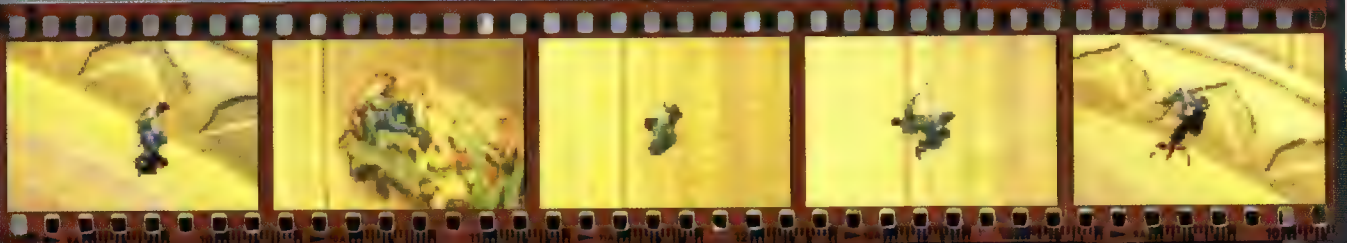
The high rails section right at the start of the level is actually the beginning of one the level's biggest combo opportunities.

Tape 1 - High Score 20,000 points

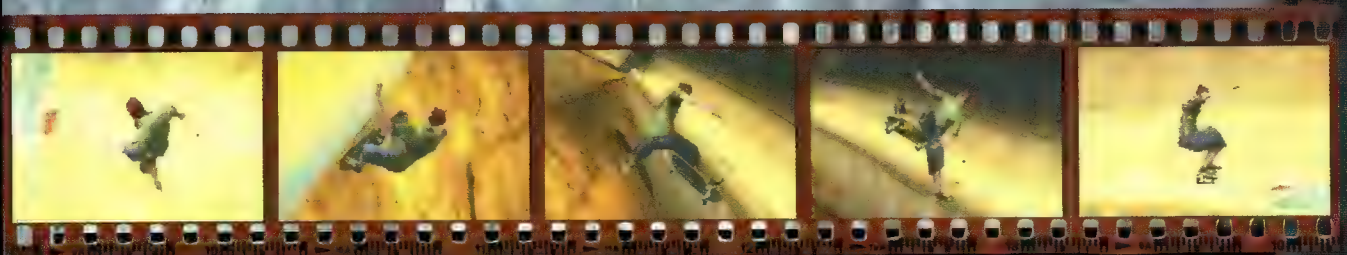
If you can manage not bailing, and if you get plenty of tricks off as you try to earn the other tapes, you should come up with the High Score tape. Here are some combo suggestions to try if you're having trouble getting the high score.



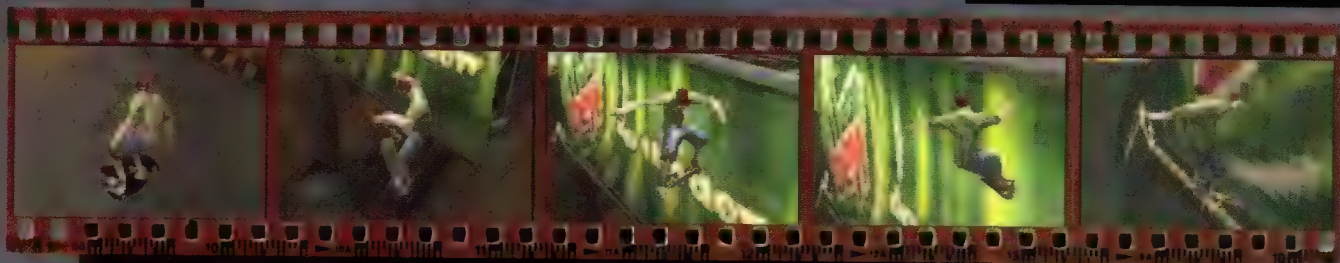
Use the long rails over the big water hazard to rack up some points. Ollie back and forth between them to build up your multipliers.



Almost every jump and quarterpipe will give you mammoth air, ample time to get a combo of spins, grabs and kick tricks out of a single jump for quick points.



The halfpipe along the dam will give you some of the biggest air in the game. If you're desperate for points just come here and session back and forth a few times, busting lengthy 720 grabs for huge points.



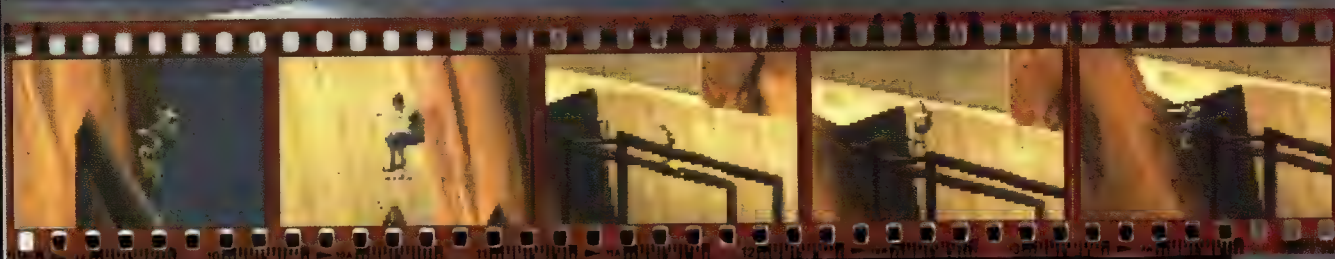
If you haven't earned the High Score tape by the time you get down here, go for the Mountain Dew sign for some good combo action. Ollie with a spin into a wall ride, into a grind that you can ollie out of and into another grind before you pull a crazy kick trick with a 360 off the end.



Tape 2 - Open 5 Valves

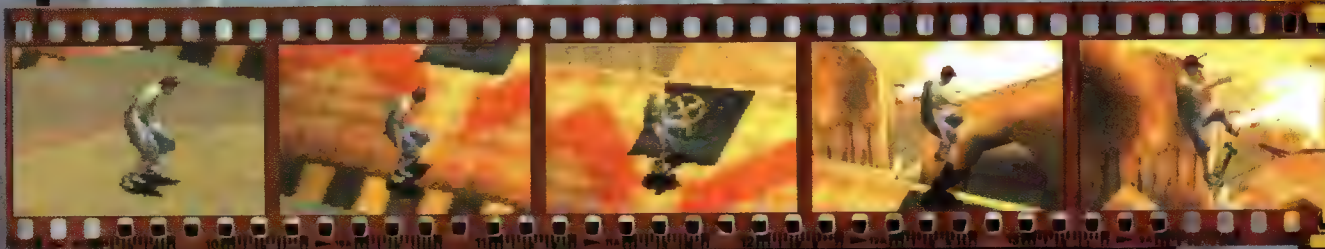
All the valves are tricky to hit but some are tougher than others. The key to grabbing them is to be able to stay on course and line up for each section perfectly. Little mistakes can have drastic consequences here.

Valve ①



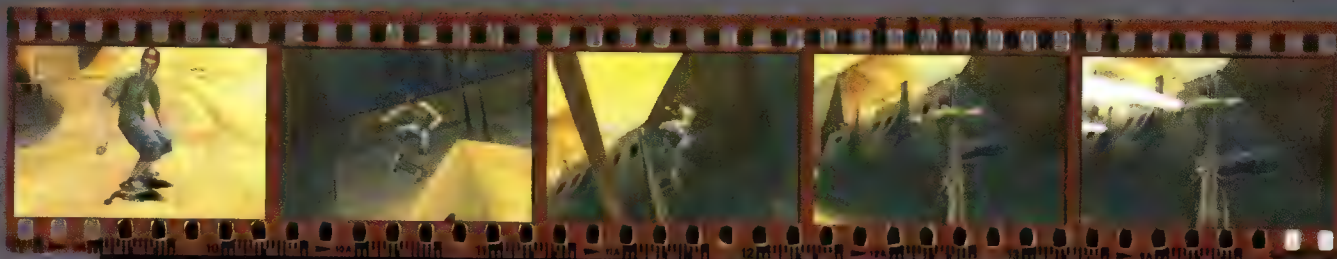
At the start of the level, head down the first hill, and line yourself up with the hip on the right side of the path. Fastplant up the front edge, bust a trick, and land on either of the two high rails. Ollie to the second rail grind it to the end to turn on the first valve, holding down X to charge up your ollie. Ollie as you hit the valve and before you reach the end of the rail, and throw in a 360 varial. Hold down the grind button, and land on the yellow/black curved rail. Ollie off that rail at the end, and throw in a 180 impossible. Depending on the tricks you do and how long you tweak stuff, you can easily score between 12,000 and 18,000 Points on that sequence.

Valve ②



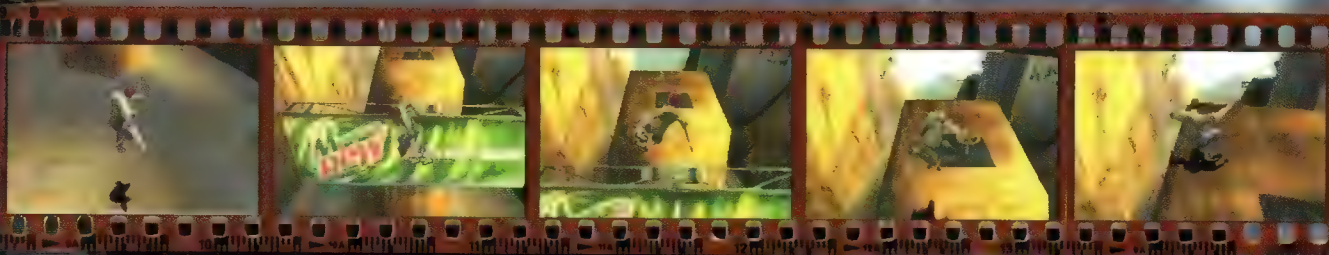
The second valve is found on the second of the three large jump ramps near the first section. Simply ride off the ramp in the center to hit the valve. Give it your best ollie off the edge of the ramp to make it onto the natural rock bridge or even better, the rail sticking out of the left side of it.

Valve ③



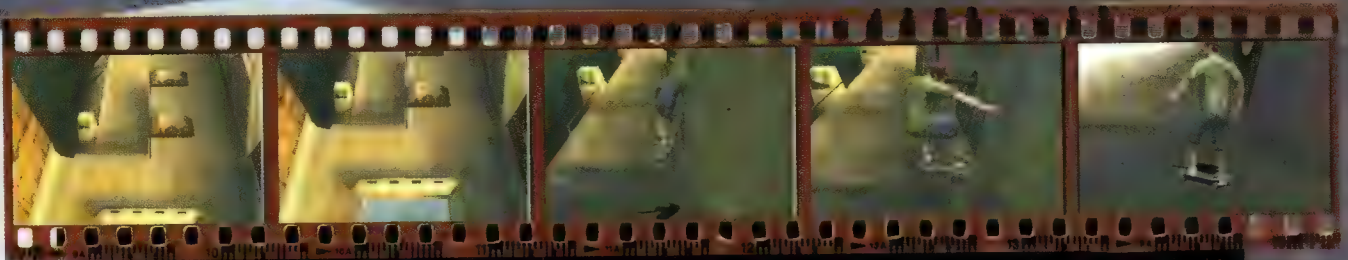
This you can do in 2 ways. The cool, but difficult way is to have enough speed built up as you grind the rail with the K on it. Charge up your ollie, and you can jump at the end and air across the gap to the rail at the start of the dam that has the third valve on it. This nets you a long rail combo, and is good for big points. Most of the time you won't be able to make that gap. Don't worry, just turn around and head back up the hill to the Mountain Dew sign on your right. Skate up the transition to the left of the Mountain Dew sign, where there's a break in the wall. Pull a grab trick, grab the 500 points, and come back down. Stay to the left side of the path, and ride up the small ramp against the wall. Ollie off that, and grind the long rail that goes over the path up onto the top part of the dam to hit the valve.

Valve ④



Once you get the secret tape, you'll be pretty much lined up with the middle of the path but it is still the hardest valve to get. Bust a 360 trick as you fall back down to the lower level, and continue straight down the middle of the path. When you hit the bottom, launch up out of the gully (a fastplant here helps as well), and get up to the top of the large rock pillar. In the middle of the pillar is the fourth valve.

Valve 5



Almost home. DON'T go through the finish line. Instead, turn around, and stay to the right side of the path. Head back up the ramp, and you'll see a valve sticking out of the wall on your left. Skate up to it, and ollie into it to activate the last valve.

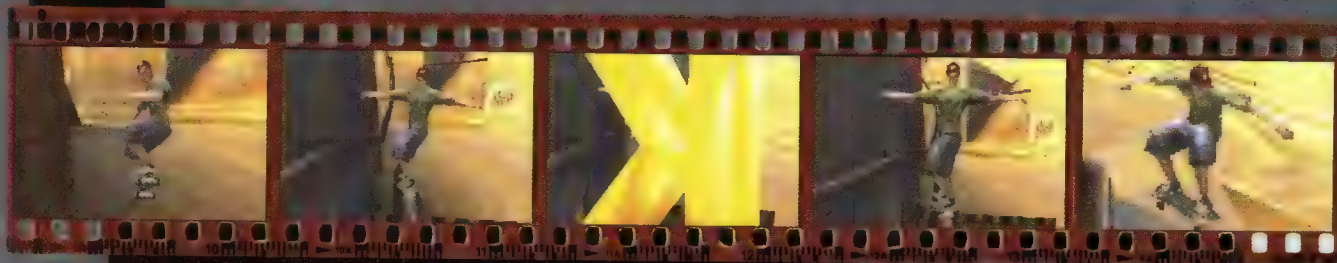
Tape 3 - Spell S-K-A-T-E

S



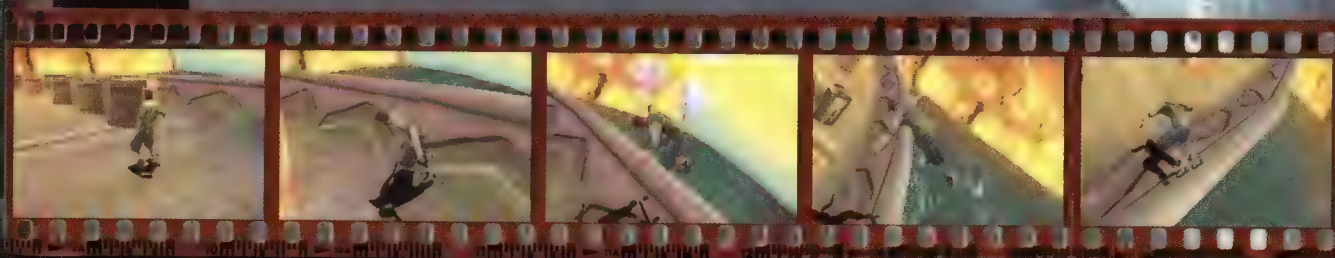
Head up the ramp right in front of you, but angle off it to the left to get the S. Don't charge up your ollie. You just want to hop off the ramp, snag the S and land again before you hit the wall. Ride up the wall, bust a grab trick and pick up the 100 point bonus, and come down.

K



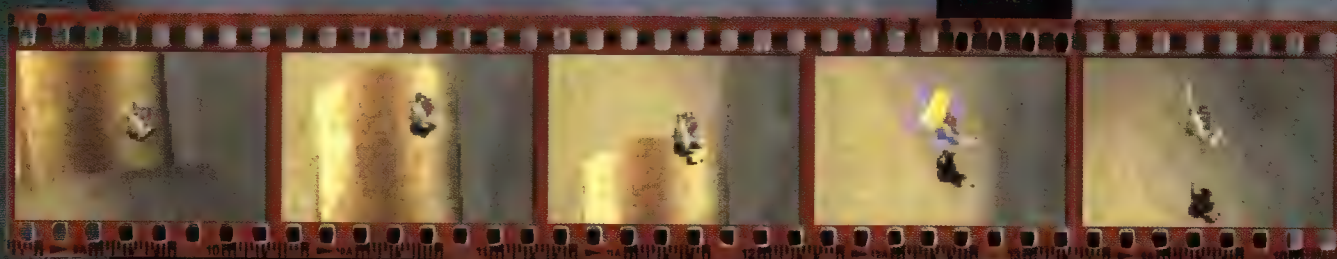
Get yourself up onto the rail with the K on it. If you made it onto the rock arch, and grinded that rail, you will automatically be dumped onto the correct rail – all you need to do is grind. If you skate under the arch, stay to the right, ollie off the kicker ramp, and get up onto the left rail of the pair.

A



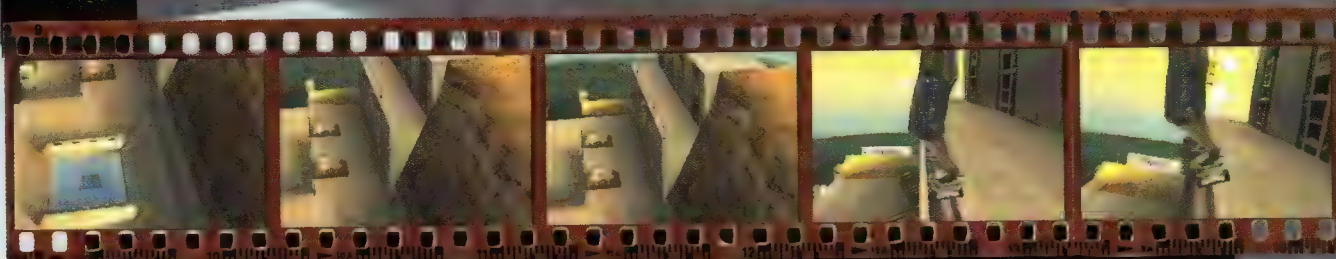
After hopping off the rail, angle left a little and catch air along the quarterpipe on the back side of the dam. Along the way, bust a huge trick, and pick up the A. You want to be in control during this, though, because the next bit is tricky.

T



Skate down the rock ski jump, down through the tunnel, crouching all the way. At the end of the ramp, fastplant up and out, and soar through the air to snag the T. Use your creativity to bust out a huge trick here, as the cameras click away, capturing your long jump distance via gaps. There are big points to be had here by comboing in a couple of moves.

E

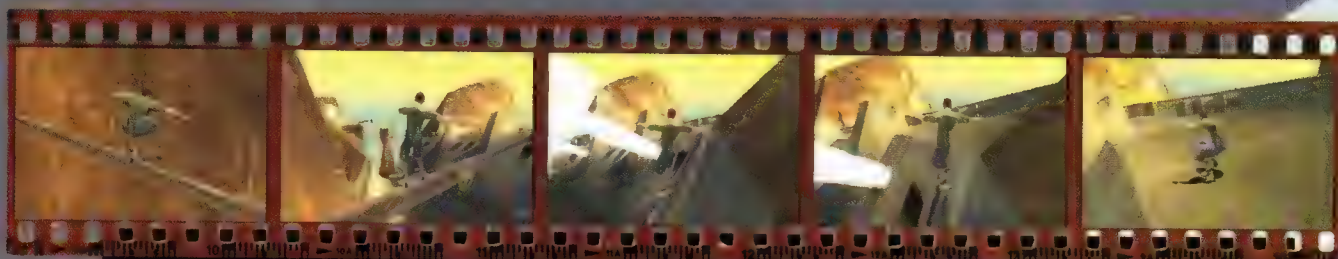


Head down the path, staying to the right side of the pool. When you pass the second of the hips on the ground, turn left, and hit the quarterpipe on the left side of the path. Hit it straight, catch air, and come down 15 feet or so from the left edge of the quarter pipe (as you look down). Shoot across the path, then head up the quarterpipe on the other side, only this time, hit it at an angle from right-to-left, and catch big air. At the top of your flight, hold grind, and get up onto the long rail that stretches all the way along the generator building. Ollie and pull as many tricks as you can, with as many different kinds of grinds as you can, but be careful not to ollie over the E that's about half of the way down the rail. Also, if you can grind the whole thing from start to finish, you can snag yourself the Neversoft Electric Company Gap for added points.

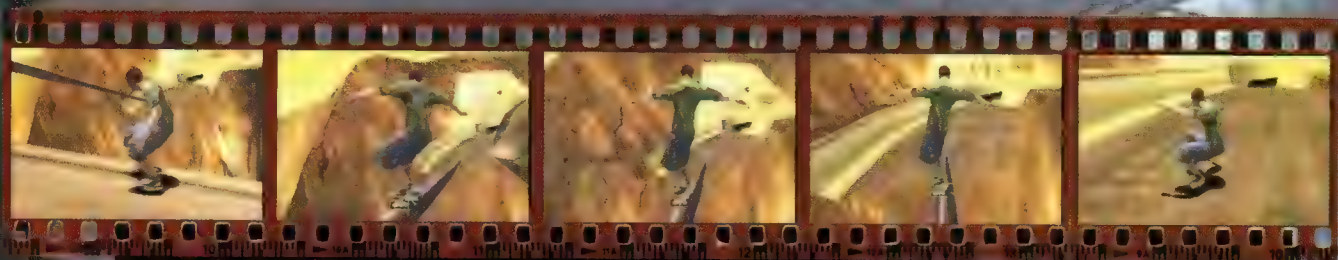
Tape 4 - Find The Hidden Tape

This is where we separate the men from the boys. The first thing we need to do is get across the gap at the bottom end of the dam. After picking up the letter A, and coming back down, turn right. At the bottom end of the platform you're on, you'll see a rail that extends back across the path, and takes you to another plateau. Grind that rail, hop up and throw an impossible in the middle and grind again. You need to keep your speed up, but you don't need to steer when you land. Just hit the transition, ollie, bust a 360 something, and air over the first small gap in the path. As soon as you land, steer left a bit to avoid bouncing off the rail (no big deal if you do, just don't go over the cliff). Ollie up onto the natural arch, and head right. You should see a spot on the rock that's gotten darker from all the skaters who have passed before you and all the times the development team skated through here while they were building the level. Continue along the natural arch. Fastplant impossible through the 500 point bonus floating in air for some quick free points. Stay towards the left edge - not too close, but about 1/3 of the way from the left quarterpipe. Angle towards the

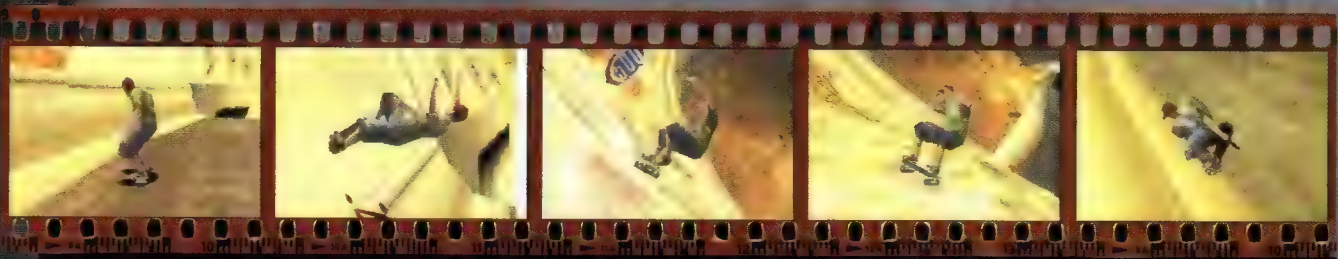
quarter pipe, and try to hit it right before the second gap in the path. You want to hit it at a shallow angle so your speed will carry you across the gap. As soon as you come down, steer left so you stay on the path. Almost there! Now, angle yourself towards the right end corner of the plateau, and fastplant across the gap to the four rails atop the rock pillar out in the middle of the path. Hold the grind button, and if you hit any of the rails, you're home free – you've got the secret tape!



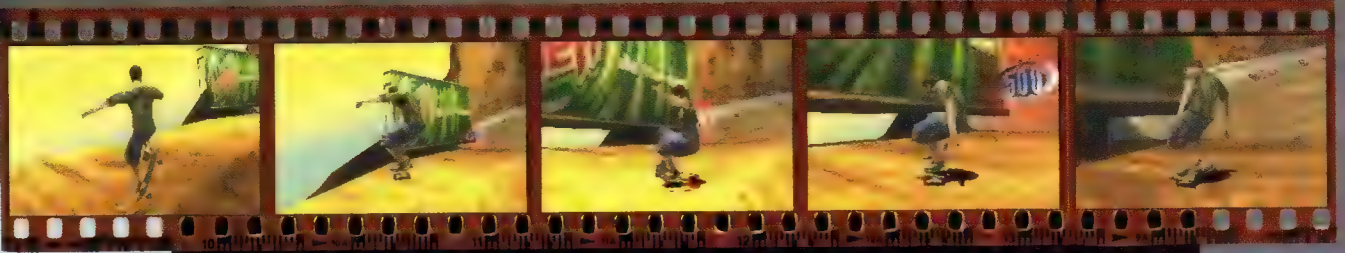
Getting the secret tape starts here when you get up on that rail running across the top of the halfpipe section.



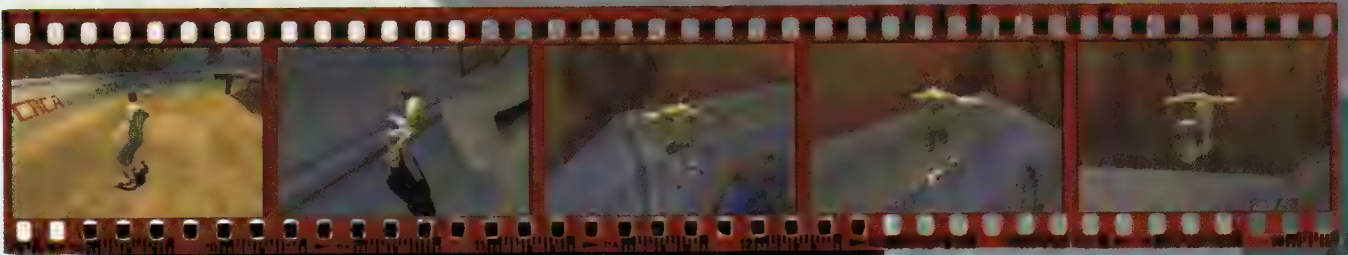
On the other side of the pipe further down the hill take the second rail back across. Be careful as this second rail can be tough to hit especially with the speed you'll have. Try pressing down to slow yourself before you attempt the ollie.



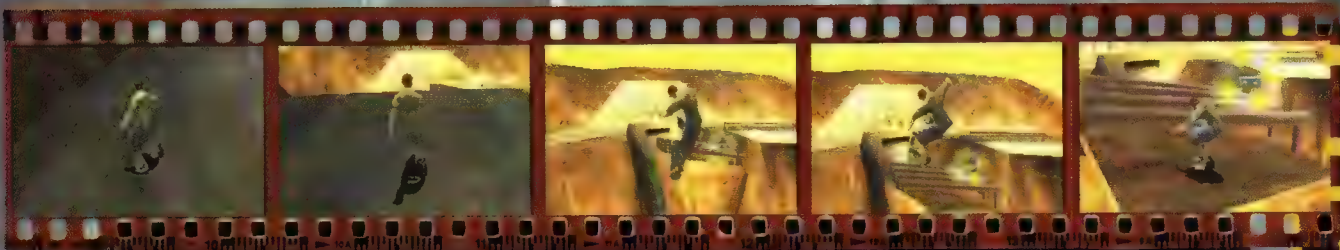
Come off the second rail straight and you will be pretty much lined up to jump the gap.



Keep up your speed and ollie, veering right at the natural rock bridge. Be careful to no fall off.



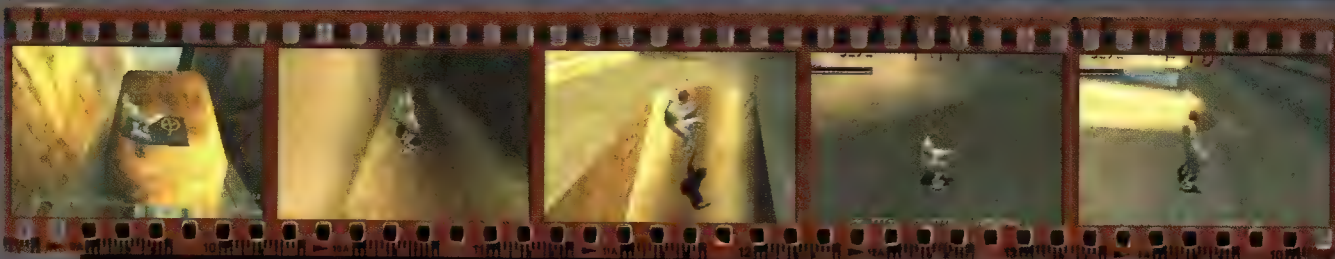
Across the rock bridge get lined up for another gap.



You will only have seconds to make adjustments before the leap to the hidden tape. You will need all the speed you can get and a good ollie to make it.

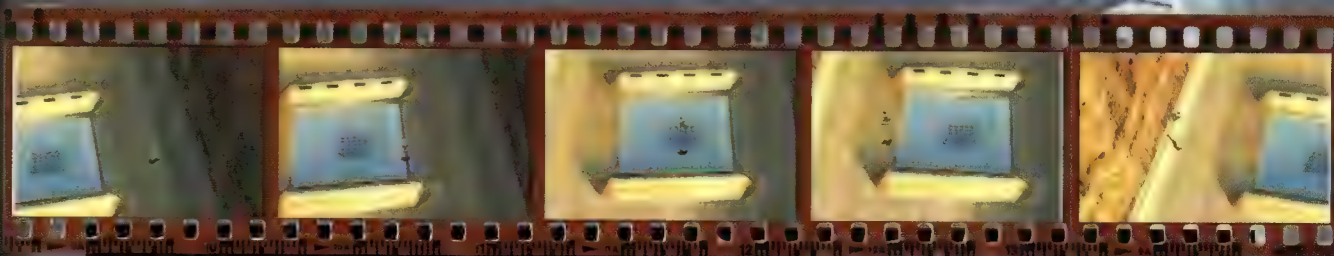
Tape 5 - Pro Score 40,000 points

By the midway point of the course you should be well on your way to earning the Pro Score tape as long as you haven't fallen and have pulled at least a few good successful combos along the way. It really is crucial to get every section up until this point from that huge point yielding first double rail slide opportunity at the beginning to a good couple of runs through the halfpipe. One of the toughest spots comes right after you get the fourth valve. If you continue down the long narrow ramp from where you hit the valve you will launch off the end. You will then be awarded points depending on how far you travel. Each distance marker you cross adds points as well as multipliers. If you throw in some tricks and spins as you fly you could be looking at some enormous points.



This huge jump towards the last half of the run can bring you huge points if you pull enough tricks while you're in the air.

If you haven't gotten the pro score tape after that big jump, there are a few places to work points. If you have a vert skater, from the finish line keep going up the path until you get to the pool area again, and use that area as a half pipe. If you have a street skater, use any of the rails around to nail big combos, with special grinds. For a cheesy cheat, grind fairly slowly off the end of the rail when you get the letter E to get the Neversoft Elec Co Gap bonus, and hold the grind button on the way down. You'll land on the rail below, and get the Neversoft Elec Co Gap bonus again – more points, more multiplier.

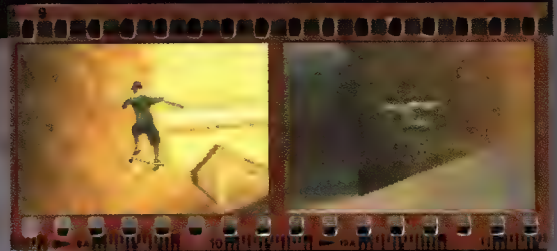


This is the final spot to work in some final tricks before the run ends. Ollie over the pool as you session back forth so as to not loose speed.

Gaps

A

Huge Water Hazard gap – 1000 Points



Ollie all the way across this gap for added points. You can't use the rails – no cheating!

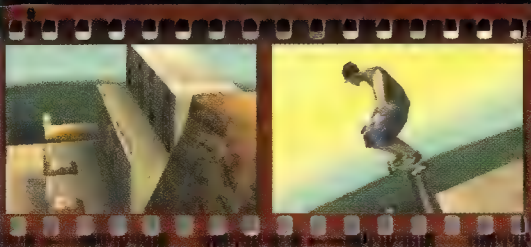
B

Ski Jump – 25 - 225 Points

There is a gap every 25 feet, worth its value in distance (25 feet = 25 points, etc). They're cumulative, and they multiply in with any tricks you pull, so this is an area for really big points.

C

Neversoft Electric Company Gap



Ride the uppermost rail from start to finish. Cheat: If you drop straight off the rail, you can get it for landing on the rail below for a cheesy multiplier and more points.

PHOENIX

ASPHALT ANNIHILATION

Burnside

This is the smallest level found in the game, but it can also be considered one of the best designed with some beautiful transitions leading to some great edges to grind. There are a lot of possibilities for the creative minded in this tough competition. Like the first competition in Chicago the five contest judges will rate you on the variety and difficulty of the tricks but you will be penalized for bailing.

TIPS FROM TONY

Favorite Line:

I like doing transfers, especially in and out of the bowls.



You can't get anywhere in this level without pulling off some transfers between quarterpipes and the bowls.

Favorite Individual Spot:

Going over the hip (just like when I really skate there).

High Scoring Lines: Putting Together a Perfect Run



Get your speed up by pulling a trick on the small quarterpipe left of the U-shaped quarterpipe and ollie from the ramp onto the cement barrier. Grind it as it kinks to the left and ollie from it to the next barrier, bust a trick and land in a grind. Ollie at the end of the second barrier and land in a grind after pulling another trick and spin on the last barrier. You will get the Triple Rail bonus but you're not done yet. If you have enough speed you can ollie and trick yet again to the obstacle you started the level from and grind its edge.

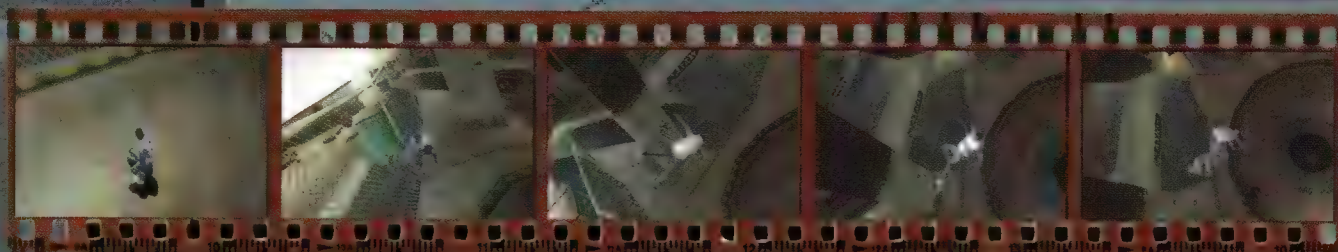
There are loads of ways to get points from the U-shaped quarterpipes and the pool to its left and funbox and quarterpipe on its right by linking tricks between them all. This is just one of them to try. Experiment on your own coming from different directions for different lines.



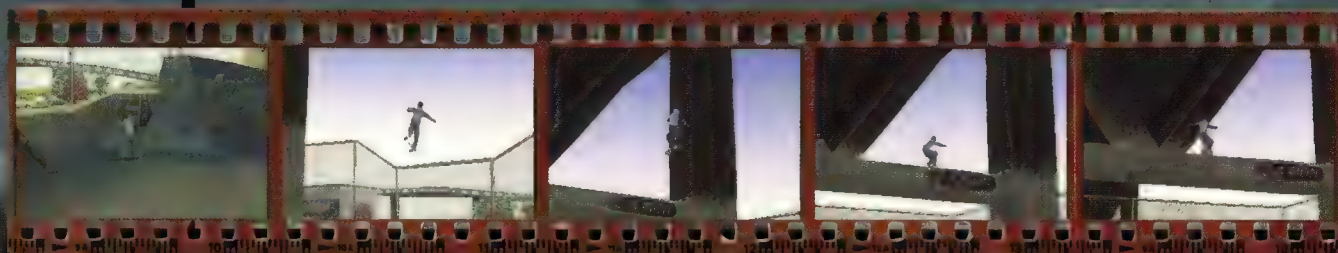
Get up on the deck with the three cement barriers you grind for the Triple Rail Bonus. Moving away from the starting point of the level, use the ramp going down from the deck then press up at the lip of the quarterpipe when you ollie to clear another deck and land in a grind on the lip of the U-shaped quarterpipe. Grind around with a couple different slides and grinds. When parallel to the pool, ollie slightly to the left to grind the left side of the spine between the pool and the quarterpipe and get a Transfer bonus. Throw tricks in between each grind with a spin to get the multipliers adding up. As you grind around the pool counterclockwise, ollie again with a kick trick and spin and land on the right side of the spine for another transfer bonus. When almost to the large wall, ollie a last time with a spin and a kick trick to the left so as to land in the pool for a final transfer bonus. 20,000 points or more can be earned on this string and others like it.



Another spot you shouldn't miss is the quarterpipe wall that will launch you extremely high. It's great for some 720 grab tricks and a terrific place to pull off your specials. Getting some air here can be just the beginning of a huge combo. There are three tiers of slides possible. There is the long yellow and black ledge running the length of the back wall and there is also another yellow and black ledge below it on the right. The third ledge is above and behind the main long ledge and has no markings on it. Instead it has been broken away in two spots. It is possible and very profitable to get huge air, land on the top ledge, ollie over the gap then again down to the main yellow and black ledge. From there, ollie again to the lower yellow and black ledge on the right and continue to grind the edge all the way around and down the right side of the level. Finally, either ollie into the bowl or do something with the vert wall. Try starting with the massive air to the top tier but go the other direction (towards the pool) and from the main yellow and black ledge ollie onto the lip of the pool in a grind and follow it around until you can transfer out of the pool for another bonus.



It's all about 720's in the bowl. This is a great place to show off your special moves or to work in some nice lengthy grabs that you can't elsewhere in the level. Try grinding around its entirety or when you exit the bowl try to clear the vert wall.



There are a few different ways to get up onto the bridge girder to grind its edge but this is the easiest. Get your speed up by hitting the big quarterpipe wall. After coming down the transition aim for the funbox on the right and hold down X to charge up your ollie. It should be no problem for you to reach the bridge girder, just remember to land in a grind. Once up there, your way will be blocked by struts. You can get around them by pulling an ollie before the strut and keeping your board straight.

Gaps



A Transfer - 200 Points

Exit and enter the pool in the upper left from below it and to its right by pressing up at the lip when you ollie form transfer bonuses. You also get the bonus by grinding the inside then the outside ledges of the pool's spine.

B Bridge Gap - 1000 Points

Get gobs of speed and hit the funbox with the biggest ollie you can muster and pass over the bridge girder and through the struts for the Bridge Gap Bonus. You cannot touch the bridge girder with your wheels.

This can also be done from the opposite direction using the quarterpipe on the other side of the bridge girder. Again get lots of speed and head for the right edge of the quarterpipe at an angle that will put you over the girder. Ollie at the lip and with some luck you can make it through. Landing isn't so easy since there is no transition to land on.

C Vert Wall Gap - 700 Points

Press up at the lip of the pool in the direction of the vert wall barrier and with enough speed you can clear it for the Vert Wall Gap bonus of 700 Points.

D Twinkie Transfer - 700 Points

Jump twinkie hip and transfer into the 6-foot pool. When you start the level, the pool furthest from you is the 6-foot pool. The twinkie is the small white bump to the right of where you start. The easiest way to get this is to get speed from the quarterpipe over by the semis and then jump from the twinkie into the pool

E Over Da Pool - 800 Points

Clear the eye pool.

F Triple Rail - 1000 Points

This one is very tough. Along the bottom of the course there are three cement barriers lined up length ways along the deck above the quarterpipe. With lots of speed you can ollie from one to the next starting from the left rail first and going right. Bust tricks and spins to create huge numbers on this one.

G Bridge Grind - 800 Points

From the funbox and some other ramps in the area you can ollie to then grind the edge of the girders supporting the bridge this skate park is underneath.

STREETS

San Francisco

When considering which city worldwide has the best skate spots, most will argue that San Francisco is the only choice. There are so many classic spots and all those hills it make it the "must shred" destination for skaters around the world. For this awesome videogame representation of San Francisco all of the classic spots are here. Even some that don't exist anymore have been brought back to life. This level is enormous and has many different lines to try. Huge grind combos are all around if you know where to look and there even quite a few secrets to uncover. Getting all five tapes in a single run will be impossible. It's actually going to be tough to just get each tape one at a time. You will need to keep on the lookout for some speeding hippie busses and cable cars. They can come out of nowhere and take you out.

TIPS FROM TONY

Favorite Line:

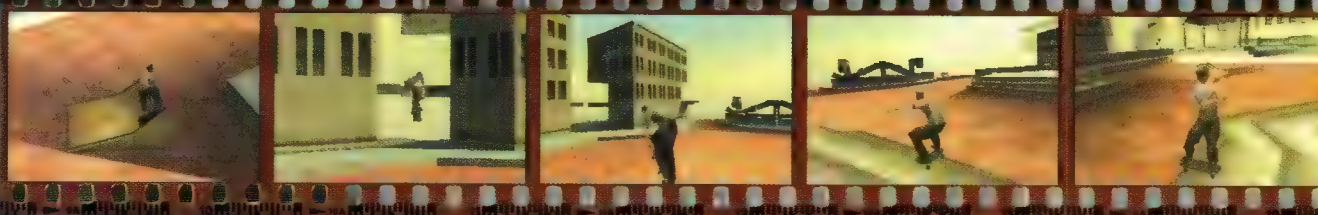
Break the glass and grind the three rails in the beginning, then head to the Embarcadero so that you can pay homage to the past.



This section at the beginning is just begging to be thrashed by someone. Try and get a trick between each rail if you're going slow enough.

Favorite Individual Spot:

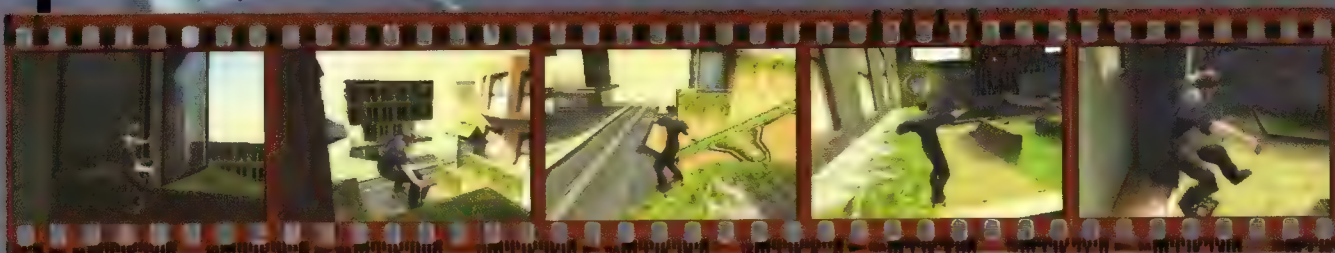
The Embarcadero, for obvious reasons.



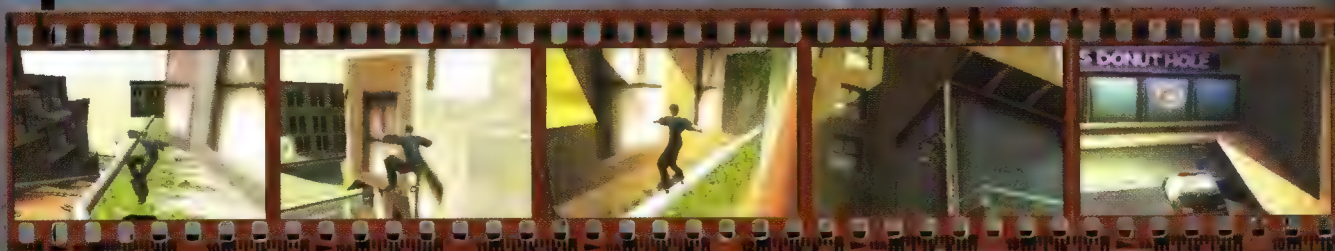
You can just spend all day in the Embarcadero without ever checking out what else the level has to offer.

Tape 1 - High Score 25,000 points

Even though this High Score is more than some level's Pro Score, the wonderful combo opportunities of the San Francisco level make meeting the 25K mark a snap. The following are some of the highest point yielding trick spots but there are loads more. Two minutes is not even enough time to properly visit them all.



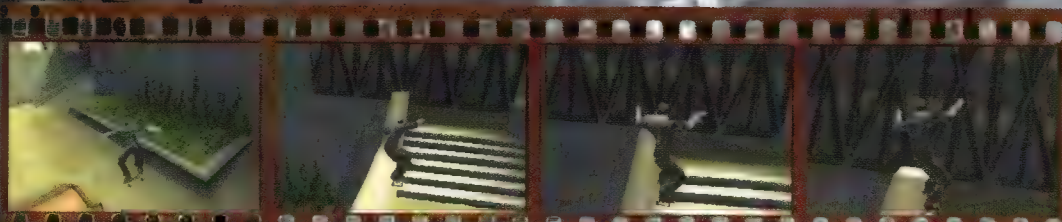
There are so many good ways for getting down Lombard street but this one will get you some insane points. You actually don't want very much speed when you use the ramp on the left side of the street to put you through the window where you can collect a bonus icon and land in a grind on the ledge. You will then drop from ledge to ledge, picking up multipliers with each grind which is why it is so important to get tricks in between each drop. The hard part is to not be going too fast to miss the last ledge. To hit the this last ledge ollie a third of the way down and veer left a bit into a wall ride then down to the last ledge which will curve around to the left. Grab the bonus icon then ollie with a spin into the makeshift halfpipe for the additional Acid Drop In bonus for a score that could possibly be enough to satisfy the High Score requirement alone, but at least offer 10,000 to 15,000 for your effort. Head to the Hubba Hideout from there if you didn't get enough points.



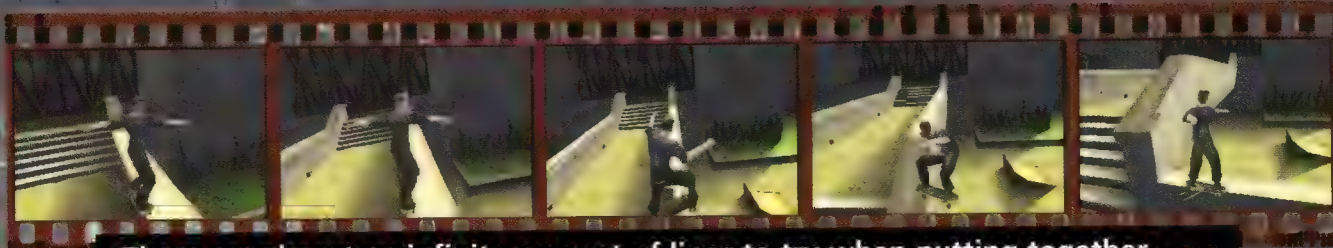
You can also go down the right side when descending Lombard Street along all the balcony rails. Put in several spins and you could be looking at a pretty nice score when you get to the bottom. Maybe not as many points as you get from grinding the left side of the street but this route is a snap to pull off.



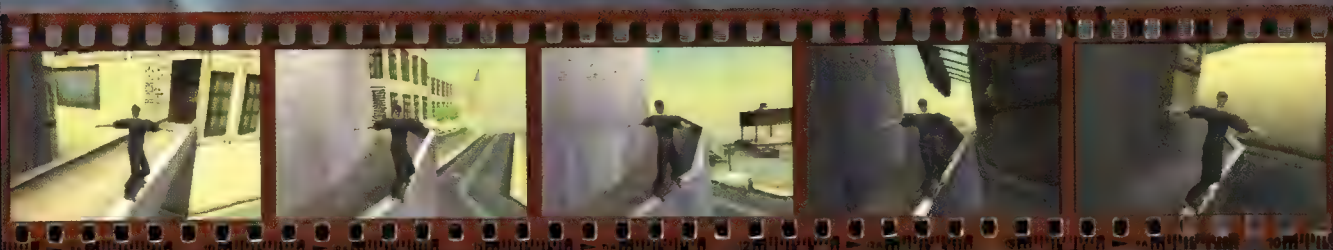
Work this fun halfpipe to get in your big grab moves and a special move or two before launching out the back of one side all the way to the bridge for a nice looking combo.



You can also use the kicker ramps provided to make it up onto the bridge in Hubba Hideout. If you can manage to clear the bridge entirely while pulling some major spins and a grab you haven't tried you could be looking at a possible 10,000 points here. This is something worth doing twice and is made convenient with a kicker ramp on either side of the bridge.



There are almost an infinite amount of lines to try when putting together grind combos. From just about every ledge there is another ledge close enough to ollie to and continue your combo string. Get the entire curved rail lining the walkway to the bridge for the Hook Rail bonus.

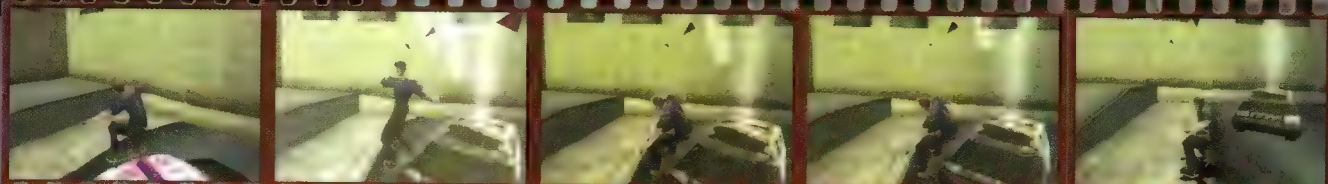


The spiral grind is a tough spot to master and getting to it can often be a bit frustrating. Regardless, this whole section can get you loads of points. First get the Backwoods Ledge Bonus before you enter the secret room then focus all your attention on finishing the very difficult spiral. Be sure to pull a trick when jumping to it as there will be no jumping into other types of grinds or slides once you get on the rail and you will want to get some multipliers by the end of the grind. As you lean one direction or the other lightly tap on the D-pad. The biggest mistake made here is pressing too long in one direction and then trying to compensate. Ollie off then with another trick and you could be looking at a score near 10,000 points for the section.

Tape 2 - Wreck 5 Cop Cars

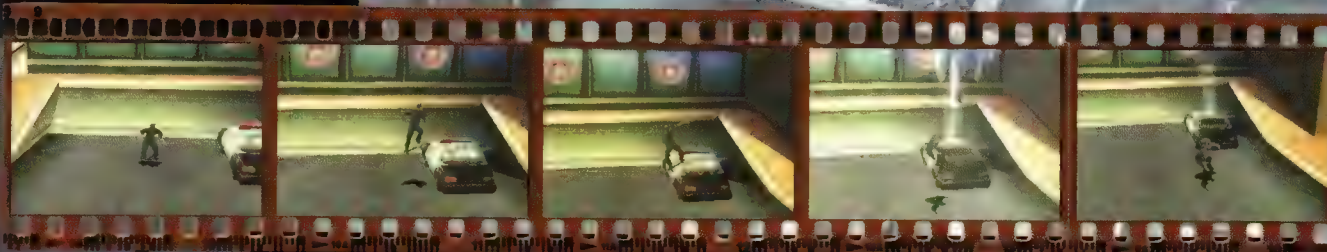
There have always been conflicts between the skaters of San Francisco and the authorities but now it's payback time. There are five police cars scattered through the city and all you have to do is land on the roof of each of them and smash their lights.

Cop Car 1



The first cop car is right behind you when you start the level. Just turn around rather than skating off and do a quick ollie to grind on its hood and be on your way down Lombard.

Cop Car 2



The second car is an easy tag just around the corner to the right, at the bottom of Lombard St. It is parked in front of the donut shop, below where you find the letter K.

Cop Car 3



Find the third car tucked away in the shadows off the street by Bendy's Lip, the quarterpipe on the other side of the Embarcadero Center from Lombard Street. Continue along the street towards the spiral staircase if you're going for the letters E and T after you wreck the cop car but the next two cop cars are parked together at a crime scene on the opposite side of the level from where you are. Just cut across the Embarcadero Center diagonally if the cars tape is all you're after.

Cop Cars 4 and 5

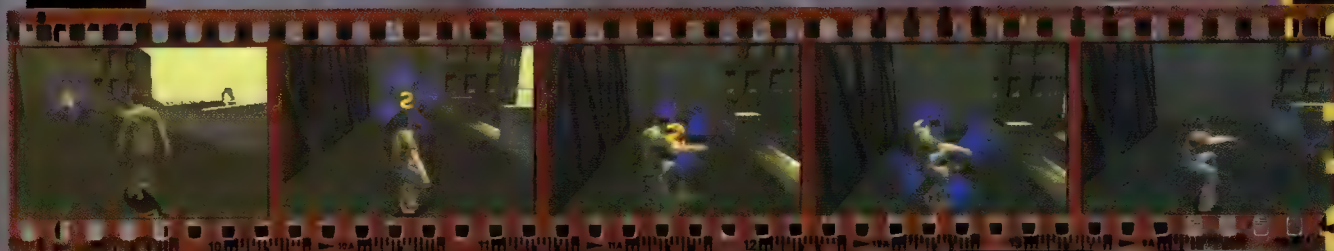


At the base of China town you will find the last two cop cars parked together at a crime scene complete with chalk outline on the ground of the victim. Since the cars are so close together it makes sense to try to combo from one car to the other.

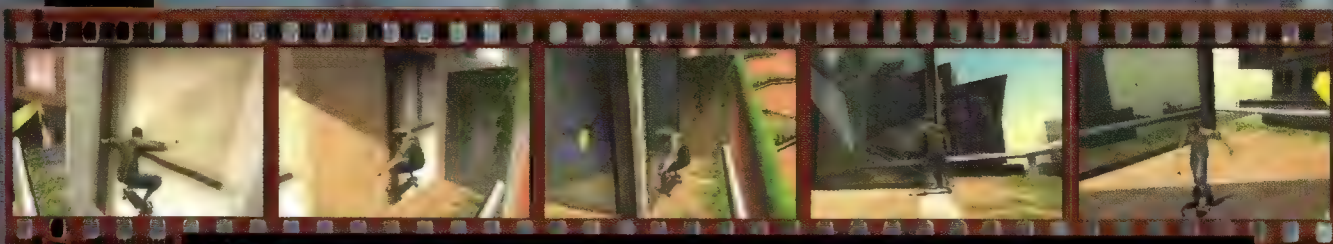
Tape 3 - Spell S-K-A-T-E

A couple of the letters in the sequence to spell S-K-A-T-E are going to be really tough to get. This means you may need to dedicate all the time allotted in one run to acquiring them. The most efficient route is not in the sequence you use to spell SKATE but rather get the K first then S followed by the E then T and finally the A.

S

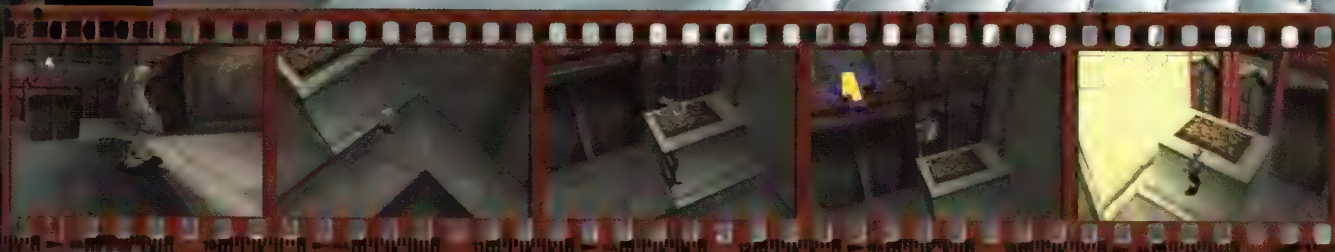


The letter S and the letter A are the easiest to get. The S is just sitting there at the top of the bridge in the Hubba Hideout area. Take the ramp leading up to the bridge or better yet use the small kicker ramps to launch up to the bridge. For the really daring try jumping all the way from the large halfpipe bit by the back wall.

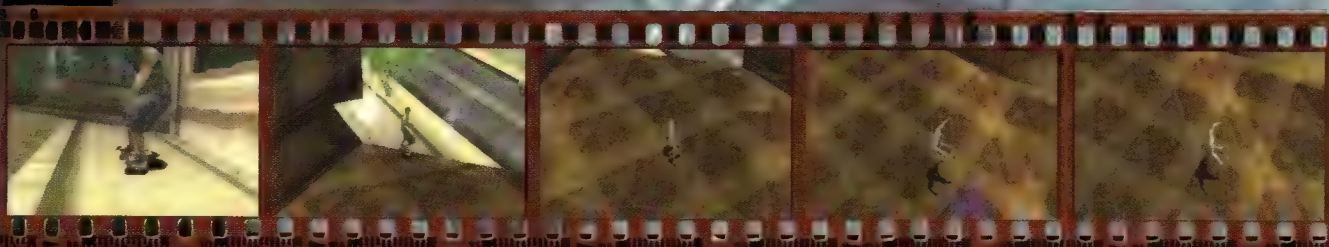
K

The K is the first letter to grab, but there are two ways to go about it. The letter is sitting behind a display window one story above and to the right of the donut shop at the bottom of Lombard Street at the corner. If you take the big balcony rail combo opportunity down the right side of Lombard from the starting point, you will have way too much speed to make the sharp right into the display window to get the K. The way to get it for sure though, is to ride down the balcony between the wall and the rail so that the rail will keep you from losing control. On the last balcony the K is an easy grab through the glass window.

The other way to get the letter is to use the right bank of the handicap walkway to launch to the sign above the donut shop. Grind the sign the ollie from there through the display window and get yourself the K.

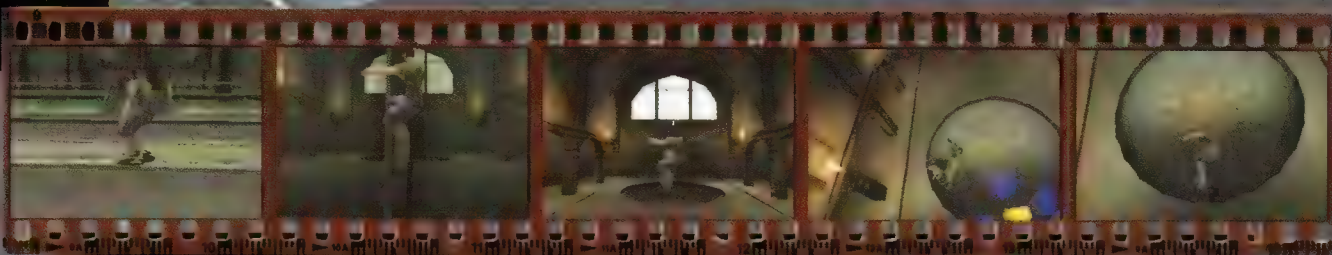
A

The final letter to grab is the A which is between the two small quarterpipes at the top of the hill in China Town. Go from ramp to ramp while you get the letter for the Ramp 2 Ramp bonus.

T

The letter T is hidden in a secret room that will get you to the top of the spiral rail slide. To get into the secret room use the ramps along the wall to the right of the spiral to get to the ledge which you want to grind going left so that you crash through the window into the secret room. If you grind the entire ledge behind the trees you will get the Backwoods Ledge bonus. Inside the room you have to ollie to reach the letter T then exit out the small door along the left wall. Grind the entire spiral all the way down if you can.

E

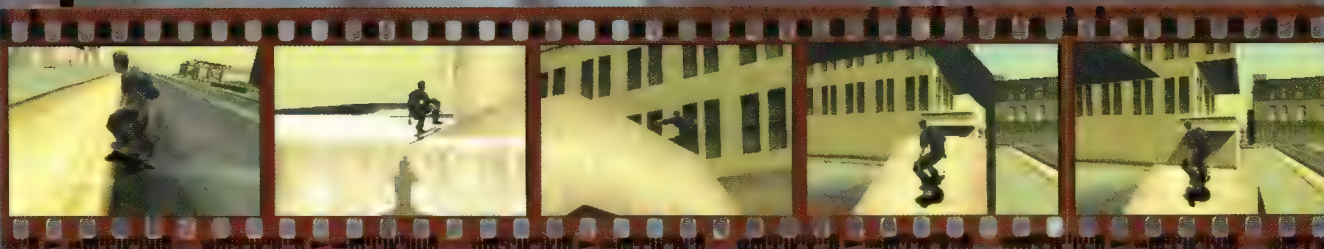


The E is also kind of hidden away in its own secret area. Look for a clocktower behind the Embarcadero. With enough speed you can launch through the windows in front of it and inside you'll find a nice little bowl to work, but not for too long if you're working on getting all the letters. Pull a high air at the back of the bowl to get the letter E.

Tape 4 - Find The Hidden Tape

Except for the one on the Downhill Jam level, this is the most difficult hidden tape to acquire. First of all you're pretty much going to need every second of time on the clock to get into position to grab it. Only characters with their attributes built up will be able to get to the tape.

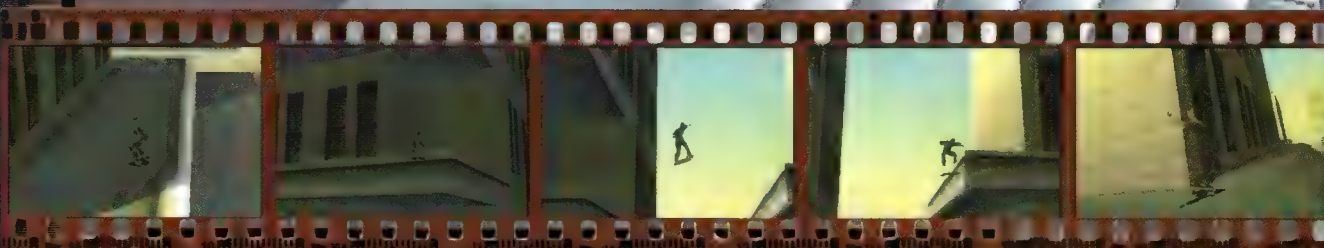
The hidden tape is found hanging above the Pagoda with the glass roof in the middle of the Embarcadero Center. To get to it you have to start from the fountain. Head over to the quarterpipe in which curves around the corner and hit it to get up some speed. Then aim for the groove running through the back of the fountain and with a big ollie jump to it. Without losing any speed, cruise along the trench, up then down then ollie off the lip at the end across the a gap to the walkway on the building. This jump will give you the Fountain Gap bonus. On the walkway of the first building press down to slow down, then carefully follow the path left. Get some speed back and ollie to the walkway of the next building. Follow that walkway along the second building's back and up the narrow ramp to the third building. Turn left and follow the path up the ramp then around right. The whole time you want to keep pressing Down on the D-pad so you maintain control and don't fly off the edge. Follow the path as it continues around the third building going right. When you reach the roof head up the ramp on the scaffolding and with some speed, and a hefty ollie, launch off the lip at the end as straight as possible and you should fall right through the glass roof of the Pagoda, snagging the hidden tape along the way.



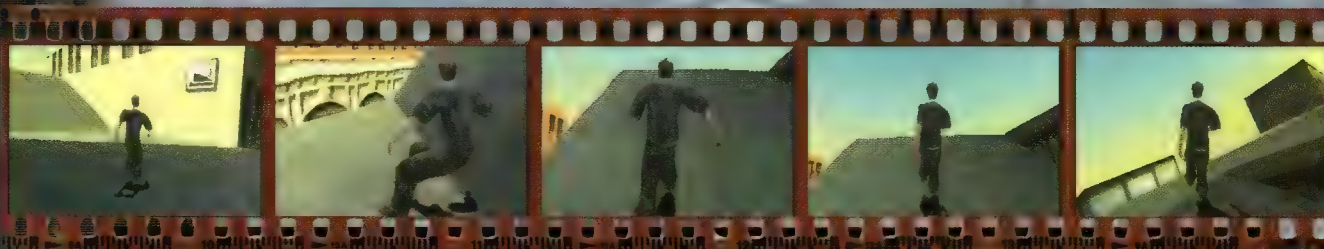
Use the quarterpipe in the corner to get your speed up enough to ollie into the trench running along the back of the fountain.



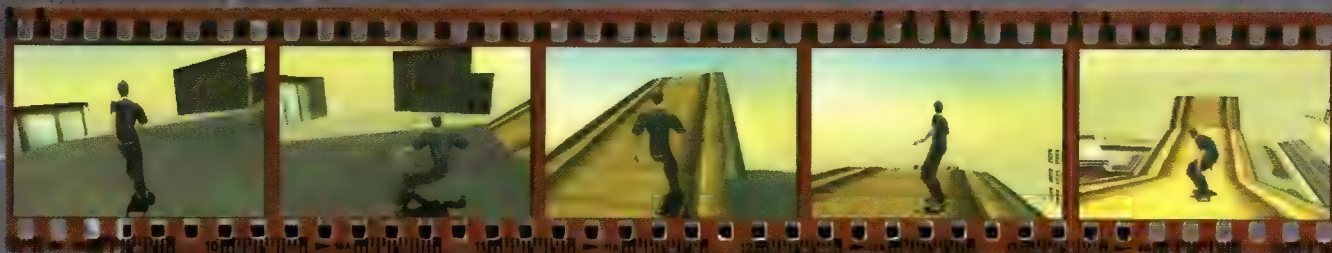
From the back of the fountain ollie big over to the second story walkway.



Follow the walkway and jump over to the next building.



Continue to follow the path as it leads up to the roof of the third building.



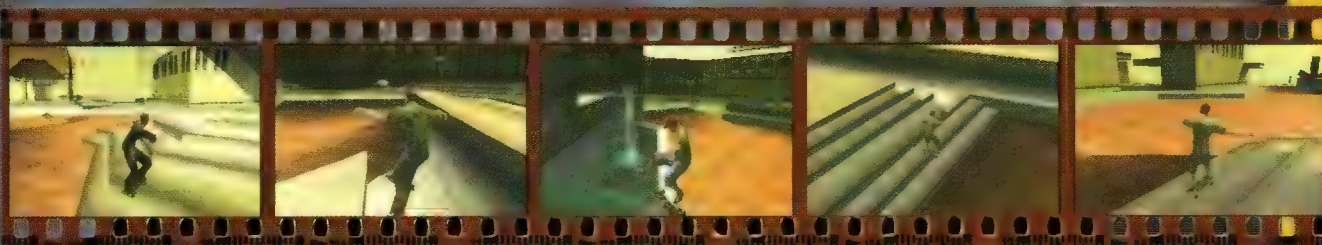
Once on the roof use the giant ski jump style ramp to launch out over the Embarcadero and down through the Pagoda.



If you left the ski jump ramp with enough speed you can make it all the way to the hidden tape.

Tape 5 - Pro Score 50,000 points

The Pro Score of 50,000 may seem tough at first but if you can stay on your board and hit every one of the sections covered in the High Score section, along with a few special moves scattered around, then you should be right near 50,000. To top off your points all you have to do is head over to the Embarcadero where there are many different grind lines to find throughout the steps and planters. Once you practice jumping from one step to another then you should have no problem raking up some serious points.



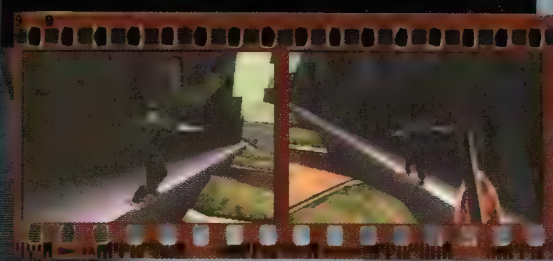
Just the Embarcadero section of the San Francisco stage could have been a level on its own.

Gaps



A Lombard Gap - 5000 Points For this massive bonus you have to use the kicker ramp/planter at the top of Lombard to ollie over the entire street, all the way to the street at the bottom.

B Lombard Ledge - 250 Points



Grind the left ledge in it entirety down Lombard Street.

C Hook Rail - 750 Points



Grind the entire green rail in the Hubba Hideout area from where it starts at the top by the bridge, all the way to the bottom.

D Hubba Ledge - 500 Points
Grind either ledge of the bridge in its entirety.

E Hubba Gap - 750 Points

Use the kicker ramps to clear the entire bridge and land on the ground on the other side. Pull a big grab or throw in some kick tricks with some spins to really bring home some points.

F Fountain Gap - 750 Points

Ollie from the trench running along the back of the fountain sculpture to the second story walkway of the building next to it. You need lots of speed for this one as well as a really good ollie.

G Bendy's Lip - 500 Points

For the Bendy's Lip bonus grind the entire lip of the ramp that curves with the corner along the street down from Hubba Hideout.

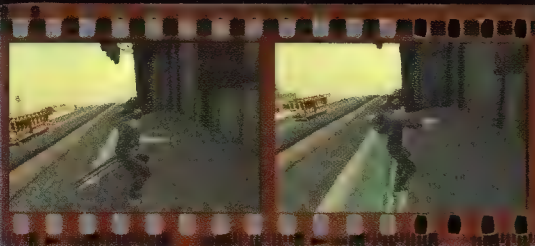
H Ramp 2 Ramp - 500/750 Points

The first Ramp 2 Ramp bonus for 500 points can be had by jumping from one quarterpipe to the other at the top of the hill in China Town. A second Ramp 2 Ramp bonus worth 750 points is received for going from ramp to ramp on the quarterpipe section right of the clocktower.

I Spine Gap - 1000 Points

This ones tough but with enough speed it is possible to use the small kicker to get clean over the concrete structure. The bonus can also be earned from the Pagoda's porch but the grass has to be cleared as well for the bonus.

J Rail 2 Rail - 500 Points



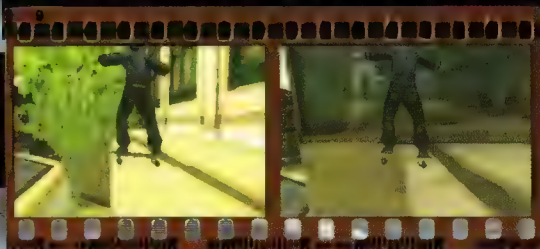
In front of the clocktower and the secret room with the nice bowl inside jump from grind or slide on one rail, over the gap and into a grind or slide on the next rail.

K**Down The Spiral - 2000 Points**

Get to the top of the spiral ramp using the secret room route or by just skating up the ramp then ollie to the ledge and ride it all the way to the bottom for the big bonus.

L**Backwoods Ledge - 250 Points**

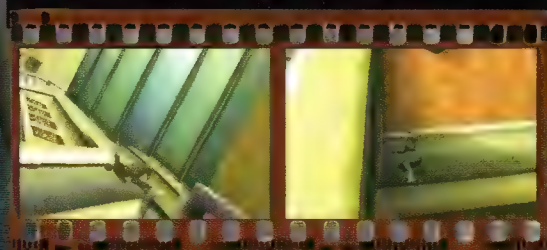
Grind the entire ledge behind the trees leading to the secret room that then leads to the spiral ramp.

**M****Pagoda Gap - 1000 Points**

Jump from the ski jump on the scaffolding of one of the buildings in the Embarcadero so that you go through the roof of the Pagoda. This is also the way you get the Hidden Tape for the level.

N**C Block Gap - 500 Points**

Use the kicker ramp to clear the entire set of rising steps in the center of the Embarcadero.

O**Handi Gap - 1000 Points**

Using the quarterpipes left and right of the handicap ramp launch over the ramp itself to the other quarterpipe for the gap bonus.

P**Porch Gap - 250 Points**

First get to the top of the hill in China Town then get some speed as go left from the top of the hill and follow the alley there and ollie at the ledge, grab the bonus icon, clear the lower level porch and land in the street for the Porch Gap bonus.



Q Gonz Gap - 500 Points

Ollie from the high side of the spine, over the gap and all the way to the flat section of the concrete structure.

R Street Gap - 500 Points

From the top of the hill in China Town take the right path through the display window in the building and ollie to the sidewalk across the street for the Street Gap bonus.

S Oversized 8 Set - 500 Points

Clear every single step in the set of stairs to get the bonus.

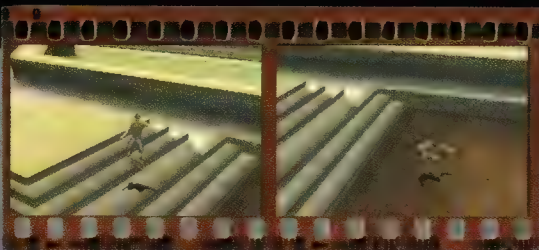
T Acid Drop-in - 1000 Points

From the ledge ollie into the makeshift halfpipe over in Hubba Hideout.

U Planter Gap - 500 Points

Over the entire length of either of the low, banked planters near the pagoda.

V Over The Seven - 100 Points



From the west end of the flat top section of concrete structure, out over westward facing stairs, to ground below.

CONCRETE CONSPIRACY '99

Roswell

You have finally made it to the final competition. Held in an ultra secret location. This science fiction themed skatepark is a vert skater's dream. No wonder it is Tony Hawk's personal favorite level. You can go huge here with every trick in your arsenal put to the test. The metal ramps make a cool sound as you transition over them, but that is the least of the neat features found in this level. There are a couple of rooms to explore but the majority of your run is all about incorporating all the halfpipes into combinations. Being that this is the last level of the game the competition is going to be very tough. You absolutely cannot fall during your runs and make all your special moves count.

TIPS FROM TONY

Favorite Line:

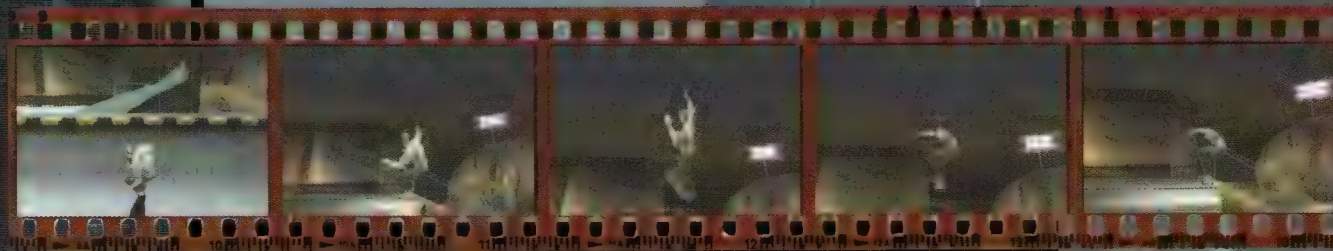
I mostly hit the halfpipes, but the triple ledge grind is fun after going through the ET operation room.

As he does in real life Tony spends most of the time on the ramps.



Favorite Individual Spot

Trying to jump the entire middle section from halfpipe to halfpipe.



This is some serious transitioning.

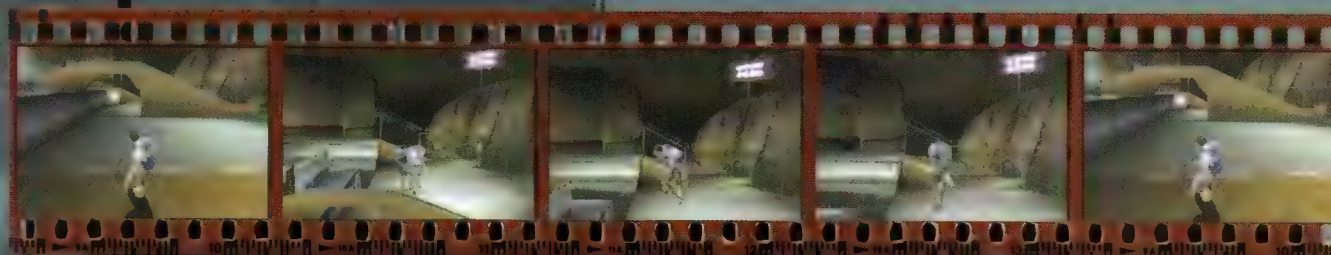
High Scoring Lines: Putting Together a Perfect Run



Hit the ramp opposite the roll-in starting point and air off to your right just a bit. Try a fastplant or nollie to any 720 tweaked grab (Rocket, Japan, and Madonna are quickest to get because they are upward D-pad presses, much like the nollie or fastplant). Madonnas will bring in the best points here if you can land them consistently. This will also fill your special meter right away. Hit the other side of the ramp and air with a similar trick, but air slightly off to your left this time. You should have enough speed to sneak a kick trick in before you go for that tweaked grab. As you come back down the ramp, you should be lined up to jump the low deck for the gap bonus.

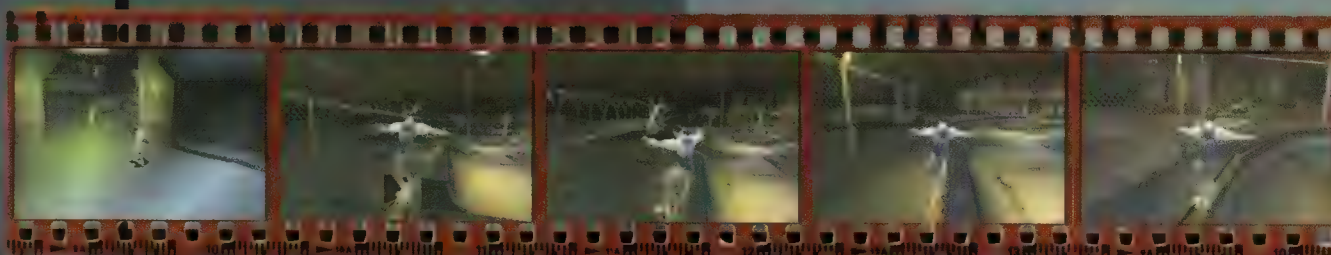


You should be able to get plenty of speed to pull tricks over the roll-in channel. You actually get a gap bonus for clearing the channel and when combined with huge grab trick and a 720 spin you can get some nice points here.

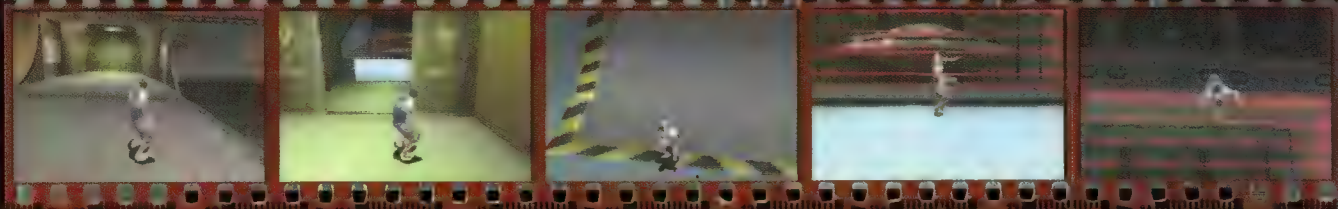


Skaters with a special kick trick (including Tony's 540 board Varial) should hit this low deck gap with a fastplant or nollie, to special flip, to grab. You should be able to rotate this combo 720. For the best results, try to tweak the last grab over the last 180 of your spin and try to use a higher scoring grab, like a Rocket, Madonna, or Benihana. That last tweak is extremely difficult and you need a lot of height on your jump to sneak it in.

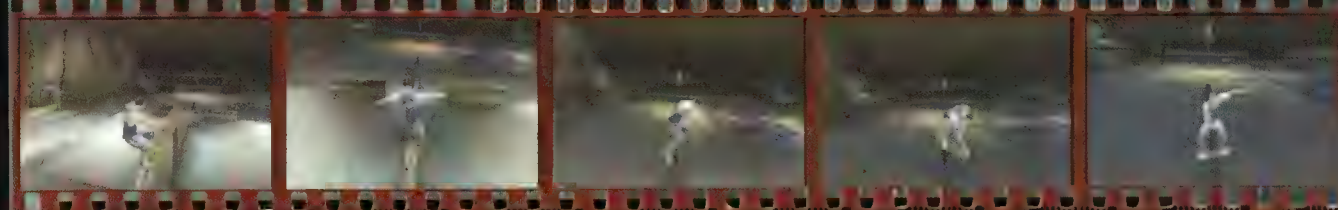
Skaters without a special kick trick like Bob or Bucky hit this gap with a fastplant or nollie, to one of the quicker kick tricks (like a shove-it or kickflip), to either a Back/Front Flip, OR tweaked special grab, whichever you may have. If you're using a special grab here, you should be able to rotate this combo 720. You can't rotate the back/front flip, but it doesn't matter, as you can still hit that 20k because they're worth so many points.



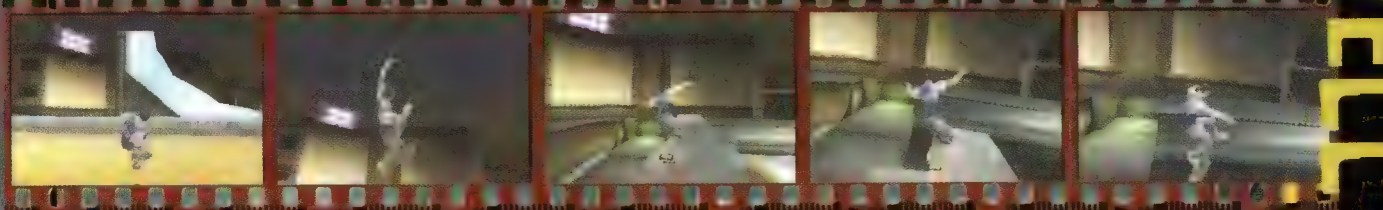
Head into the tunnel on your right. You may want to slow down a bit, as the set up for the next hot spot is extremely quick. Head through the second set of doors in the hallway and immediately jump into a grind on the short rail that is just outside of those doors. Pop a kick trick off of the edge of that rail, into a different grind or slide on the next rail. Again, pop a kick trick off of the edge of that rail, into a different grind or slide on the final rail (the one that curves around to your right). Ride that grind/slide out all the way to the end of the rail for a bonus and pop a kick trick, or tweak a grab off of the end. Try rotating your trick between rails, and when you jump off of the end, to stack up the multiplier. Depending on whether or not you're able to rotate any of those tricks, you should be able to bring in between 30k and 50k with this combo. If you use special grinds in this combo your scores can elevate up to around 80k. if you hit some big tricks early on then once you've finished this quick line, your score may already be up around 100k with plenty of time to spare. An easy first place finish as long as you keep your bails to a minimum.



Through the doors between the halfpipe channel in the corner is a secret room with a nice pool to work a few times with an easy channel to ollie over. You can also grind around the entire pool for a bonus.



First get on the deck then hit the quarter pipe for some speed then ollie to the rail in the center. Ride it down to the low deck and ollie off the turned up end to the rest of the rail below. Throw in a trick and spin while in the air in the beginning, middle and end and you have one serious combo.



Try sessioning back and forth on the halfpipe on either side of the high deck and press up when you ollie at the lip to get up onto the back edge of the quarterpipe on the top of the deck. Grind or slide all the way to the other side and trick back into the pipe then do it all over again.

Gaps



A Roll-in Channel Gap - 1000 Points

Ollie and trick from one side of the roll-in channel to the other for the gap bonus.

B High Deck Gap - 1000 Points

Press Up at the halfpipe's lip and ollie big to clear the deck all the way into the halfpipe on the other side.

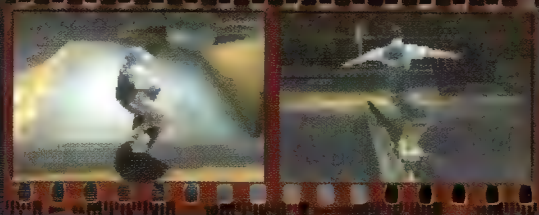
C Low Deck Gap - 500 Points

Same deal as the High Deck Gap but on over the lower deck which can be a little tough with the rail sticking up in the center.

D ET Grind - 1000 Points

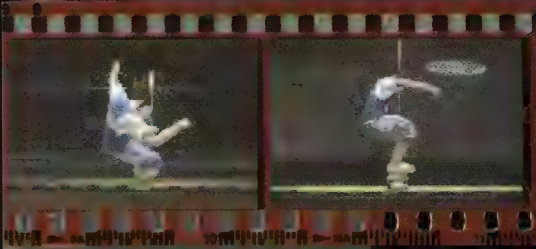
When you come out of the tunnel ollie onto the first rail then onto a second rail and finally a third. You must hit all three in order to get the bonus.

E Deck Gap - 1500 Points



Use the kicker ramps on the high deck to clear the low deck and out past its outer banks to get the Deck Gap bonus.

F MB Emerson Grind - 2000 Points



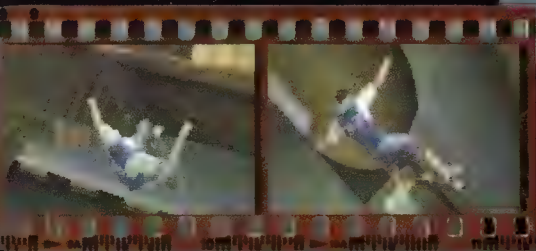
To get this bonus you're going to have to be an acrobat. You have to ollie out of the quarter-pipe on the top of the high deck by pressing Up at its lip and clear flat below, the lip of the next ramp and onto the B-House rail.

G B-House Rail - 1000 Points

On the deck of the back ramp hit all three rails in a row. It isn't very easy since the rails are at staggered heights.



H Channel Gap - 500 Points



This one is no problem since it is so easy to build up speed on the ramps in this level. Come at the ramp at such an angle so that you will clear the gap and land on the transition on the other side.

I Pool Grind - 2000 Points

Another tough bonus to get is the grind around the pool. It needs to be done from the channel all the way back around to the channel again. You may also have to ollie the channel, but you'll get a channel gap bonus as well.

J Deck Grind - 800 Points

Grind or slide on the rail in the center of the deck all the way to its turned up end and then off, landing again in a grind on the rail below. Get the entire rail combo for the bonus.

SECRETS

The amazing thing about Tony Hawk Pro Skater is that you really don't need any rewards to keep playing. Other games keep you planted in front of the TV hours on end for the sole reason of unlocking that secret character or getting to the ultra cool hidden level. You simply don't need that incentive to keep playing this game but that's not to say that there aren't some great rewards to earn from finishing the game.

BAILS VIDEO

Place in the top three to earn either the bronze, silver or gold medals in all three competitions to earn the mediocre ending and see the Bails Video.

CHARACTER VIDEOS

To earn each character's ending video you must get gold in all three competitions using that character. You will see the bails video first, then see the character specific reward video.

CHEATS

Several fun cheats have been included with the game. To enter the following codes you must first pause the game by pressing START. Once paused, press and hold L1 while you tap out any of the following button combinations. If you screw up simply press L1 again and re-enter the button combination.

STUD CHEAT PUMP ALL STATS TO 10S

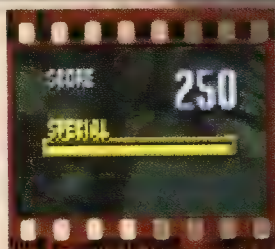


SUPER STUD CHEAT PUMP ALL STATS TO 13S



ALWAYS IN SPECIAL MODE





With your special meter glowing a hundred percent of the time you can pull a signature trick anytime you want.

BIG HEAD MODE

(you must quit back to the character select screen to see it take effect)



It's amazing your able to keep you balance with such a large head. Watch out for sharp edges!

OFFICER DICK

There is one hidden character to unlock in the game and he is perhaps the ultimate payback to cops around the world who have been down on people who enjoy skateboarding. To unlock Officer Dick all you have to do is get all 30 tapes with any character in the game, something much easier said than done. Once opened though he will start out as one of the most balanced characters in the game and comes with his own arsenal of signature moves. His regular moves are a mix between vert and street skaters making him the game's most unique character.

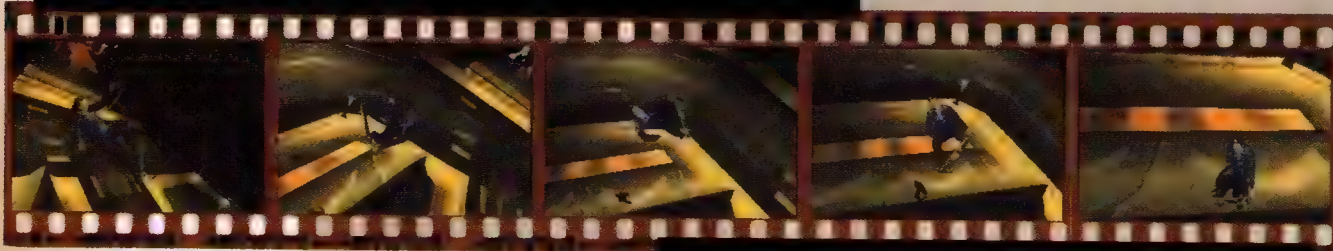
All of Officer Dick's attributes are exactly the same making him the most balanced character in the game.

OFFICER DICK'S BOARDS

Got Pork	American Way	Double Dunkin'	Nightstick	Disaster	On the Beat	3 Course Meal	Game Over
0	0	3	7	10	15	21	24
ALREADY HAVE AT START	ALREADY HAVE AT						

OFFICER DICK SPECIAL MOVES

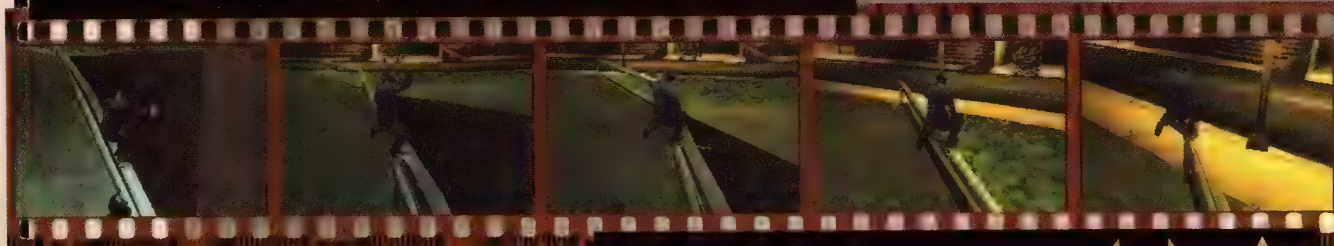
YEEEEHAW FRONTFLIP



4000 points



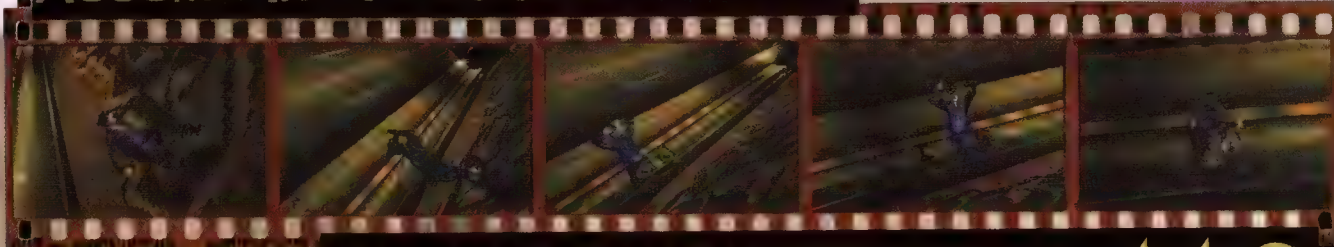
NECKBREAK GRIND



Variable points



ASSUME THE POSITION



(be sure to tweak this one)

1575 Points



HIDDEN NEVERSOFT BAILS VIDEO

There is one last cinema to earn that will never appear in or be played from the Cinematics Menu. It's a Neversoft Bails Video showing staff members on the game's development team trying to skate. You will see the hidden Bails video after you earn three gold medals from the three competitions using Officer Dick.

SECRETS

CAREER HIGHLIGHTS

1981-1993

1st place overall, NSA (National Skateboarding Association) series

1995

1996

1st place, vertical competition

2nd place street competition, Extreeme Games, Newport, RI

1st place, hard Rock World Championships of Skateboarding, Newport Beach, CA

1st place, Hard Rock Triple Crown of Skateboarding, Las Vegas, NV

1st place Airwalk Monster Mash, San Diego, CA

1st place, vertical competition

2nd place street competition, Destination Extreme, South Padre Island, TX

Television commercial for Pepsi

Skateboarding exhibitions in Taiwan, Germany, Italy, Netherlands, and U.S.

1993-1995



Television commercials for AT&T, Campbell's Soup, Levi's, Coca-Cola Skateboarding exhibitions in Japan, Australia, New Zealand, Europe and U.S.

1997

1998

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1st place, X-Games vertical competition
1st place doubles competition, San Diego, CA
1st place, Hard Rock Triple Crown of Skateboarding, Las Vegas, NV
1st place Highest Ariel Competition, Zurich, Switzerland
Television commercial for Schick Razors, AT&T
On air host of MTV Sports "History of Snowboarding and Skateboarding"
On air host of MTV Sports & Music Festival
Skateboarding exhibitions to Australia, New Zealand, Japan, Canada, England, Sweden Norway, and U.S.

1st place, X-Games doubles competition
3rd place, vertical competition, San Diego, CA
1st place, S.P.O.T. (Skate Park of Tampa) Professional Open, Tampa, FL
1st place, vertical competition, X-Trials Virginia Beach, VA
Television commercials for GAP, ESPN
Skateboarding exhibitions to Dominican Republic, France, Switzerland, Chile and Peru

THE 900



It was a calm evening. The sun was just setting after a day of warmth and blue sky in San Francisco. The lines had stretched for half a mile down the waterfront all day long, with thousands of people waiting patiently for the opportunity to see something extreme. Many knew exactly what they wanted to see. A select few of the top skaters in the world, competing on the half-pipe, freestyle, to see who could perform the best trick in the 1999 Extreme Games.

The major vert competitions had concluded. The pressure was off and the atmosphere was light. Half of a dozen of the best pro skaters were out there pulling 720's, McTwists, and killer combinations to captivate the crowd. Tony Hawk would pull the trick early on that he had chosen to be his best, the 720 Varial. With plenty of time left and the ramp feeling so good, he stepped up to the coping and started to go for the 900. Not even close on the first few attempts, he finally started to spot the landing. As he got closer and people started to notice, his cohorts up on the ramp started to notice, too.

Suddenly the announcer started in, "Let's see if Tony Hawk can do the 900!" Then lead the crowd to cheer, "To-ny! To-ny! To-ny!"

A look of stonecold concentration was fixed on Tony's face as he focused on the ramp. He plunged over the edge and gathered speed for the high-air maneuver. One rotation, two, two and-a-half ... but it wouldn't happen. He would come down too early, not able to keep the board underneath him. He would try and fail another few times.

The buzzer sounded to indicate the end of the contest. But it wouldn't matter just yet who had won. The others stood aside in a solid show of support for their friend and colleague. Everyone wanted to know: could Tony Hawk make the 900, on this ramp, this night?? The legendary Hawk would stand alone atop the ramp, visualizing his victory. As the announcer, still chanting "To-ny! To-ny! To-ny!" had the crowd echoing him.

Finally, Hawk dropped in from his perch as the chanting turned to frenzied cheers. Gaining momentum, up one side of the ramp and then down the other, back accross the flat, up the transition and at last sailing high into the air... one time around, two times, and a hundered and eighty more degrees of rotation! He managed to nail a solid spot on the ground, clinching his knees together to stick the landing, waving unsteadily to the left and right. Miraculously, he stayed on board and rose up the other side of the transition!

The rest of the competitors slid down the ramp and jumped on top of him in their enthusiasm. He seemed buried for a moment until they raised him up, high above their heads. The crowd went insane. There was an incredulous expression on Tony Hawk's face as he slowly came to realize the impact of what he had just done.

In one amazingly memorable moment of synergy, Tony Hawk had just made history.



Q&A WITH TONY HAWK

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With so many paths in life, why skateboarding?

Because I felt like I was constantly improving.

How has your family supported your career choice?

By understanding when it comes to my travel schedule. I try to include them whenever it is possible. If they can't go with me, I make my journeys short.

What was it like to be the first person to ever pull off a 900 at the recent X-Games?

It was the best day of my career. I have been trying 900's for the last six years, along with a handful of other vert skaters. I haven't been able to do it since.

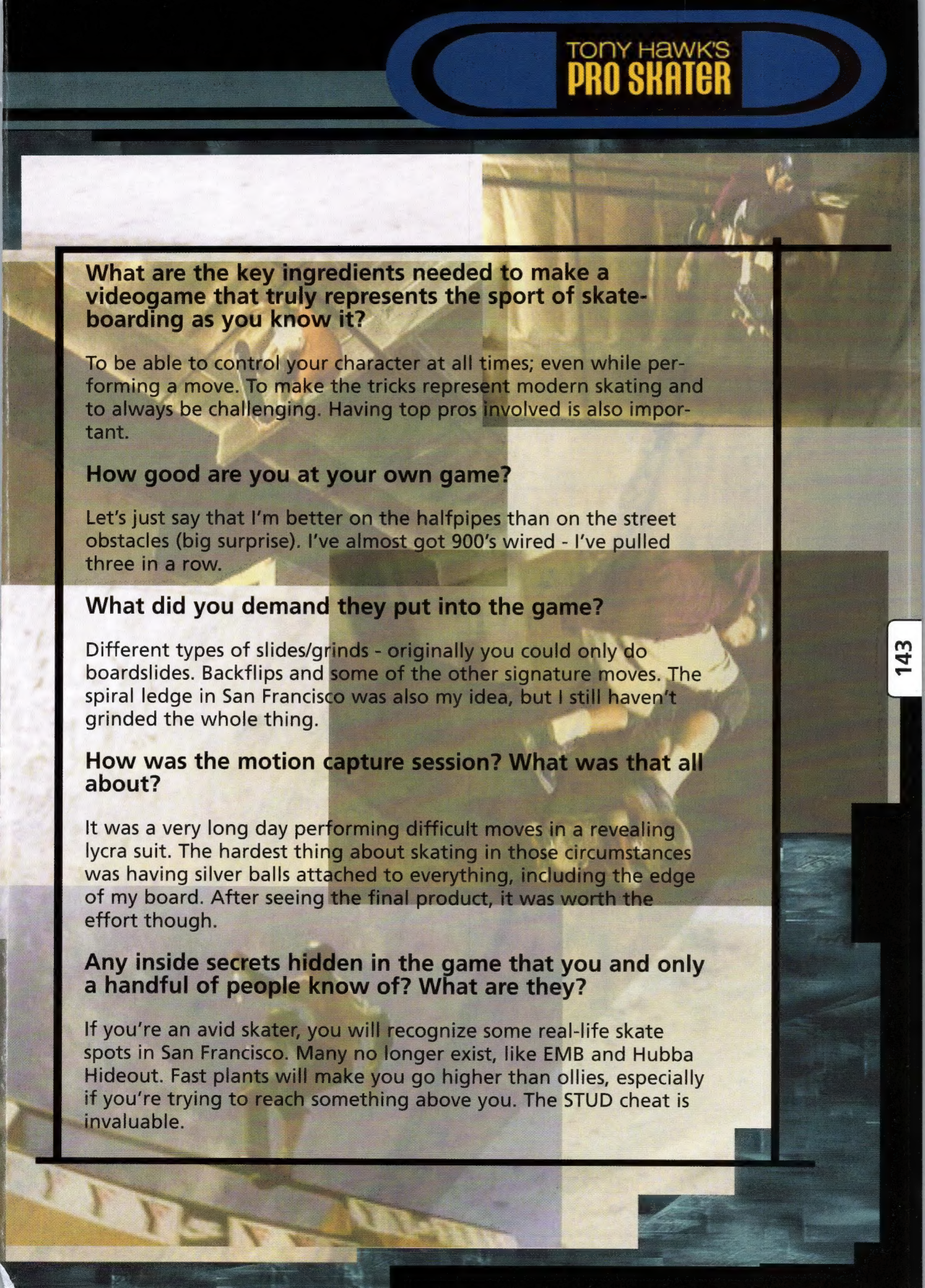
Do you play many videogames? What do you think of the skating games of the past?

I've been playing video games since they first put a Pac Man machine in a local pizza place near where I grew up. 720 was the first skating game that was worth playing. I bought a Commodore 128 so that I could play Skate or Die, which was okay for a home system at the time. They were all fun, but never really represented serious skating the way that this game does (although skating wasn't as advanced either). The closest thing to real skating before this game was Top Skater.

What has been your contribution to the game besides your name?

Playing it every step of the way. I helped choose which moves to include, which skaters should be involved, and what terrain to create.





What are the key ingredients needed to make a videogame that truly represents the sport of skateboarding as you know it?

To be able to control your character at all times; even while performing a move. To make the tricks represent modern skating and to always be challenging. Having top pros involved is also important.

How good are you at your own game?

Let's just say that I'm better on the halfpipes than on the street obstacles (big surprise). I've almost got 900's wired - I've pulled three in a row.

What did you demand they put into the game?

Different types of slides/grinds - originally you could only do boardslides. Backflips and some of the other signature moves. The spiral ledge in San Francisco was also my idea, but I still haven't grinded the whole thing.

How was the motion capture session? What was that all about?

It was a very long day performing difficult moves in a revealing lycra suit. The hardest thing about skating in those circumstances was having silver balls attached to everything, including the edge of my board. After seeing the final product, it was worth the effort though.

Any inside secrets hidden in the game that you and only a handful of people know of? What are they?

If you're an avid skater, you will recognize some real-life skate spots in San Francisco. Many no longer exist, like EMB and Hubba Hideout. Fast plants will make you go higher than ollies, especially if you're trying to reach something above you. The STUD cheat is invaluable.

WIN A TRIP TO MEET TONY HAWK!



TONY HAWK'S PRO SKATER™

Enter the
Tony Hawk's
Pro Skater™
Sweepstakes
for a Chance
to Win!

Other great prizes:

A copy of Tony Hawk's
Pro Skater for the
PlayStation® game
console or Nintendo
64™
(100 available)

An official Tony
Hawk's Pro Skater
strategy guide by
BradyGAMES
(100 available)

For Details
on How to Enter,
Call
1-800-477-3650.

Name _____ Parent or Guardian Signature if Under 18 _____
Address _____
City _____ State _____ Zip _____
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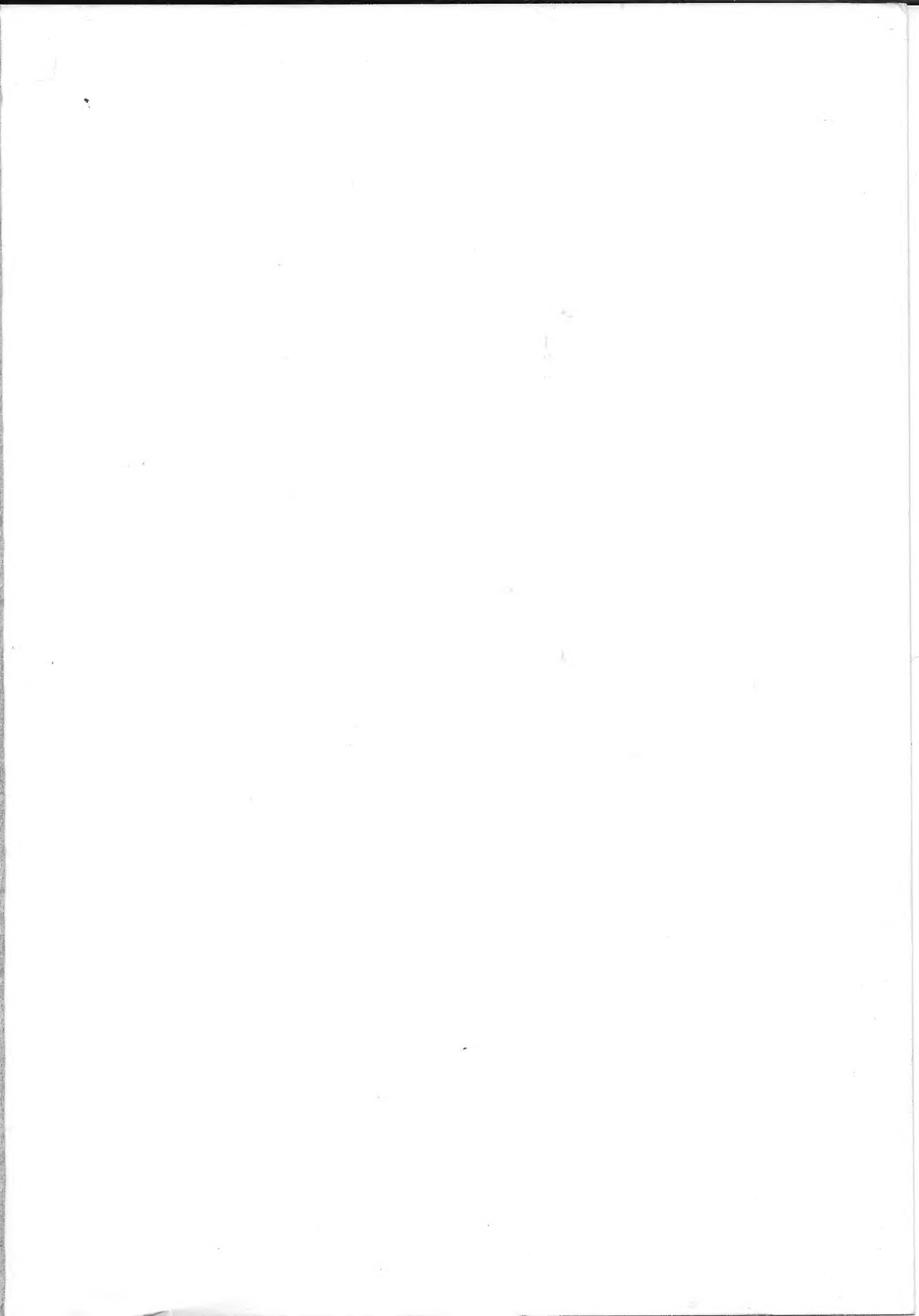
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